SPECIAL GUIDE TO SEGA GAME GEAR INSIDE THIS ISSUE!

S • TURBOGRAFX-16 • GENESIS • GAMEBOY • GAME GEAR • LYNX • NEO-GEO • ARCADES

ELECTRONIC CALADA MONTHLY

SPECIAL COLLECTORS ISSUE!

STREET FIGHTER 2

THE ULTIMATE GUIDE TO WINNING BIG

GENESIS CD-ROM!

THE FIRST HANDSON TEST!
PREVIEWS OF ALL THE GAMES!

NINTENDO PREVIEWS

CONTRA FORCE SMASH TV ADDAM'S FAMILY FINAL FIGHT 2 CAPTAIN AMERICA

WINA



VIDEO
CAME

\$3.95/\$4.95 Canada/£2.50 February, 1992







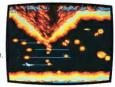


GRADIUS® III

You are the pilot of destiny, flying your Modulated Artillery Exalter (M.A.X.) against Bacterion, a mammoth malignant mass. Prepare for an audio-visual blitz on your senses as you select your weapons from a stellar array of alien blasting devices, featuring five different categories. Your options include Hawk Wind Missiles, Twin Lasers, the Cyclone, Mega Crush, and many more.

Navigate with unbridled courage through 10 treacherous Terror Zones, each ending with its own mortifying Mayor. Only by penetrating their very beings can you hope to obliterate them. Along the way you face relentless attacks from Bazooka Heads, Spores, Monoliths and other monstrosities too unspeakable to mention here. And even with power-ups you may not survive The Dunes of Doom, The Carbonation Zone, and The Gauntlet.

But if you do, you'll find yourself in Bacterion's Lair. Here it will be decided whether you become a hero or an insignificant speck of cosmic dust.











SUPER CASTLEVANIA IV™

It's time to dig up the past because Dracula has risen from his grave again. But this time he brings a host of never-before-seen super horrors, accompanied by some of the most chilling sound effects to ever tingle your spine. Venture into the Count's 11 level Castle of the Undead, complete with the Terrace of Terror, the Rotating Dungeon, the Sunken Ruins of Lost Spirits and other crypts of doom.

Wield your whip with heroic skill as you use it to swing over bone chilling traps and hundreds of ghost freaks, living corpses, spitting lizards, the strange metamorphosing dog-rats and more.

Strike back against gruesome torments like the Tongue Lasher, the Darkest Knight and the Bone-Afide Horseman. With a password you can pause to catch your breath, but considering what ultimately awaits you, it's just postponing the agony.

Available this December.









THE LEGEND OF THE MYSTICAL NINJA™

Enter the 10 Levels of the Dragonbeast to rescue the mysteriously missing princess of Horo-Horo. Experience a sight and sound extravaganza as you battle through double Warlock Stages and incredible 3D and 2D zones, using magical moves and solving mystical problems in order to advance.

Take on the Carp Meister with his paralyzing fighting fish, and Tanaka-U-Out, whose bone crushing hammer packs a wallop. Capture all-powerful sinjin items like fire staffs and dynamite. If you fail to collect gold coins from defeated foes

you won't receive all-important clues, or be allowed to go for broke at "hidden risk" areas such as the Quiz House and Horse Races.

Just remember, the true strength of a mystical ninja is his wisdom. Of course, a survival instinct isn't such a bad asset either.

Available this January.











KONAIVI FOR THE SUPER NES[™]

Only one superpower will dominate the world of Super NES. Konami. Because Konami has amassed its video game strength to storm your Super NES with all the action, adventure and excitement it can hold.

Take command of Konami Super NES forces. And see how fun world domination can be when you've got a superpower on your side.

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Available now!



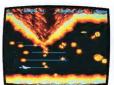
SUPER CASTLEVANIA IV™

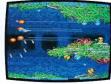
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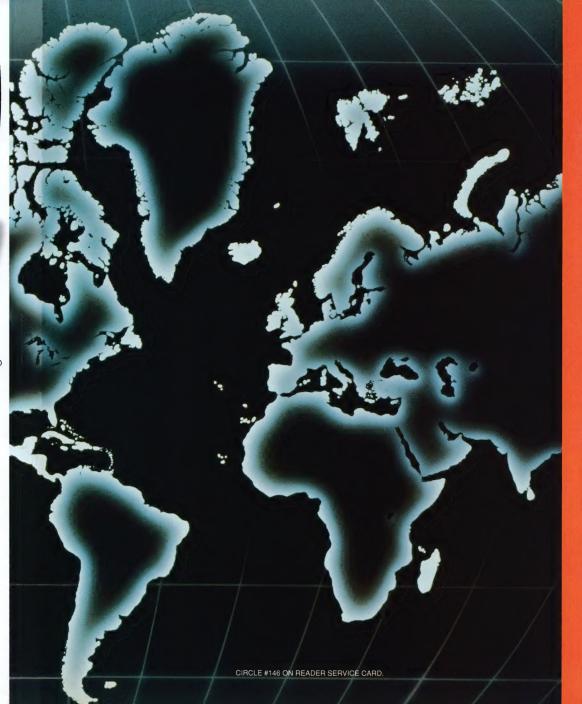
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Destroy your enemies from one round to the next with pointers for the ultimate in action fighting.

COVER:

Street Fighter 2: The ultimate arcade fighting game presented to you with full strategy info on succeeding with this coin-op!



Don't miss the first hands-on test of the U.S. Mega CD-ROM! Only EGM takes you inside the system to tell and show you what you'll be playing in the future!



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The saga continues with your favorite hero, Mega Man! Mix it up with that evil and cagey Dr. Wily once again, but be prepared to come at him with the latest information from our excellent Mega Man 4 maps and strategic tips.

Then, discover how to survive the intricacies of the dramatic Zelda 3! Our super maps are your **link** to defeating the evil Agnon, saving Princess Zelda and winning one of the greatest 16-Bit action games!

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Fact Files:

Super-NES Times:

Smash TV, Xardion, Joe & Mac, Addams Family, Rai-Den

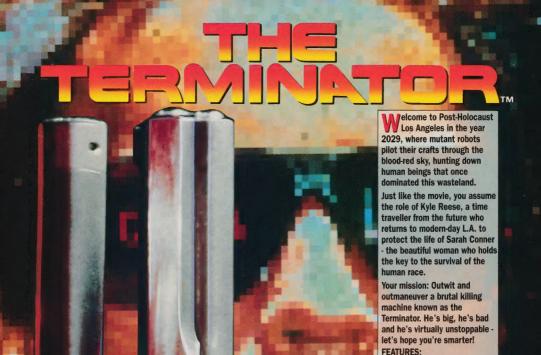
Nintendo: Contra Force,

Overlord, Treasure Master, Gemfire

Sega Genesis:

Mystical Fighter, Two Crude Dudes, Marble Madness, Winter Challenge, Battlewings

Turbo Champ: Ballistix GameBoy: Face Ball 2000, Q-Bert.



 Movie-like soundtrack complete with realistic sound effects

8 MEG of futuristic firepower

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February, 1992

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IT'S THAT TIME OF YEAR AGAIN...

Well, it's that time of year again!

The silly season has died down, the Vegas CES is just around the corner, and it's a perfect time to gauge where we're going and where we've been.

This year, more than any before, showed the greatest change in the electronic entertainment industry. Not only did we witness the introduction of new game machines like the Super NES, but other systems like the Sega Genesis finally came into their own. Prices on several formats came down, with the NEC TurboGrafx-16 finally reaching below 100 bucks. And don't forget the leaps in software production that mini-machines like the Lynx and Game Gear made in '91.

For all the truly incredible movement forward, however, the game industry has also started to experience some downscaling. The Nintendo 8-Bit NES, long the staple of the gamer's diet, has been eclipsed by the more powerful 16-Bitters, no matter what Nintendo says. The hobby is definitely becoming more upscale, which will have some negative effects in the short term but should balance out over the long haul.

1991 saw a number of other events occur that will have a significant impact on the market as a whole in 1992. Although originating from a competitor, a tip of the hat goes to the first real television program to cover our hobby. The point isn't whether it's good or bad, but that it's on at all is a testament to its creators and the gaming public. Will we see more television programming covering our favorite hobby? You betcha - and in a way unlike anything you've ever seen before!

Aside from all the giant steps forward video gaming has made since its rebirth in 1985, the question we have to ask ourselves is where are we going to?

The Winter Consumer Electronic Show in Las Vegas will likely be the place where the future balance of power within the video game industry will play itself out. Sega, coming off of a banner year (complete with a holiday season that saw sell-outs across the board) will enter this show, for the first time, on top. Although Nintendo may claim superiority, the truth of the here and now is that Sega leveled their arch-nemesis with a lower-priced left and a Sonic right. Being in the leading position will feel good to everyone at Sega and they should enjoy it and work hard to continue their progress.

Nintendo, however, cannot be counted out or even down for that matter. If Sega does not come up with some equally stunning softs to follow-up Sonic (a sequel to which will be available mid-year), they will be eclipsed by Nintendo, who's legion of third-party producers will net us Street Fighter 2, Contra 3 and a plethora of other stunning titles throughout 1992. Sure, quantity favors Sega, but with the knowledge of what Nintendo will produce in 1992, the quality factor will tip to the big 'N's' camp without further forward action from Sega.

Ultimately, the big winner will be us, the game playing enthusiasts who relish each new hardware introduction (which there are sure to be in '92) and marvel at the incredible steps the game developers make with each new game program. The 16-Bit competition will necessitate better softs from both Nintendo and Sega which, as the leading magazine of honest game reviews, will make our job all the more fun.

Lastly, to respond to the growing change within the video game field, you'll see additional changes to the magazine in this and coming months. While these alterations will make the magazine more informative and easier to read, we still would like to get your feedback as well as your recommendations for future issues. This is your magazine, help us make it the best it can be by sending in your comments.

Steve Harris Publisher, Editor-In-Chief

TERMINATOR 2 JUDGMENT DAY ON NES & GAME BOY

T-800 DATA FEE/READ ONLY

1997: THOSE WHO SURVIVED THE THERMONUCLEAR DESTRUCTION CALLED IT JUDGMENT DAY. BUT THEY LIVED ONLY TO FACE A NEW NIGHTMARE: THE WAR AGAINST THE MACHINES.

2023: SKYNET, THE SUPER COMPUTER THAT CONTROLS THE MACHINES, SENDS A T-1000 CONTROLS THE MACHINES, SENDS A T-1000 TERMINATOR BACK THROUGH TIME. IT IS PROGRAMMED TO TERMINATE JOHN CONNOR BEFORE HE BECOMES THE LEADER OF THE

FIT SUCCEEDS, HUMANITY IS HISTORY.

NO FATE BUT WHAT YOU MAKE ON NES":

You are a T-800 terminator. It's a T-1000. You carry a lever-action Winchester.

It's invincible. You have on-screen target search displays. It's made of liquid metal. You have 10 barrels of high-explosives. It is the ultimate weapon of destruction!



Destroy Skynet the future.



Red line young John Consor to safety!



Lend a hand to the Resistance—destroy the terminator

FIGHT IN THE FUTURE... SAVE THE PAST ON GAME BOYS:

First battle titanium hyperalloy T-800's as the John Connor of 2029. Then, enter SKYNET, capture

your own T-800, and become the Harley riding, grenade firing, terminator of today!



Save humanity and terminate the T-1000 with T2 on NES" and Game Boy "Hasta la vista. Babyli



The battle for



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THE ULTIMATE QUEST FOR FANTASY PRIZES

Scooter's dream starts where most games finish. After battling sharks, conquering space, surviving miniaturization, and getting lost in fantasy forest, our hero Scooter finds the treasure...but gets to keep it!

It's up to you to guide him there to keep your share when the Treasure Master™ vault opens with the Secret Password on April 11, 1992 12 PM EST. You and Scooter will have to be in top training to get there first because it won't be easy.

But all your practice and training won't be wasted because mastering the 5 tough treasure worlds will prepare you for the ultimate quest for fantasy prizes right at home!



AS THE TREASURE MASTER YOU WILL:

- Navigate treacherous depths in your personal submarine
- Explore exotic foreign planets
- Engage hostile aliens in arcadestyle combat
- Master all the wacky tools as you search for real treasure
- Interact with a variety of mysterious creatures
- You're given 12 hours to learn the Secret Password and compete to win Fantasy Prizes







If your oxygen holds out, you're in for a blast.



Travel to a place where maps and roads don't exist.



You can nearly touch the treasure, but will you get there in time?

WO GRAND PRIZE WI

WILL CHOOSE ONE OF THE FOLLOWING:



FANTASY CONCERT
Anywhere in the U.S. for you and 3 friends. The best available seats

 All air and hotel for 3 days and 2 nights, plus \$5,000 spending cash.



FANTASY GAME ROOM

 50" big screen projection TV. Awesome component sound system. •Super NES™ with 12 Super NES™ game packs installed wherever you want in the U.S.



FANTASY SPORTS SPECTACULAR

- The best available seats
- · All air and hotel for 3 days and 2 nights, plus \$5,000 spending cash.







\$10,000 CASH **EQUIVALENT**

Create your own personal fantasy

36,000 THIRD PRIZES

Official poster-size TREASURE MASTER

certificate

HOME TO V

COMPETITION INFORMATION

- *See official Treasure Master™ Competition Rules for complete details. · Competition period is from 12 noon EST until 12 midnight EST on April 11, 1992. Watch MTV™ from 12-1PM on April 11, 1992 or call April 1, 1992. Watch MIV 1990-370-18EASURE any time during the competition period and discover the Secret Password. Call will cost \$.50 per minute. Children under 18 must ask their parents first. Average length of call is 3 minutes.
- . This competition is open to all US residents except in those states where the competition is taxed, prohibited or restricted by law including the states of Arizona, Louisiana, Montana and Vermont · Competitors should first check the availability of 900 exchange telephone service in their home locality prior to entering this competition.
- To be eligible we must receive your official Treasure Master™ registration card by midnight EST April 8, 1992. For more information call

1-900-370-TREASURE Call will cost \$.50 per minute. Children under 18 must ask their parents first. Average length of call is 3 minutes.





The Treasure Master™ competition is sponsored by American Softworks
Corporation™, 228 East 45th Street, New York, NY 10017, which is solely responsible for the awarding of all prizes

The decision of the Treasure Master judges shall be final and binding on all matters elating to this competition

Nintendo of America, Inc. is neither a sponsor of nor affiliated with the Treasure ster competition and expressly disclaims any responsibility for the conduct or administration of the competition





Alnght, here's your chance to sound off! Send us your compliments, complaints, gripes and overall opinions! We love to get 'em! If the editor likes your letter enough he may even print it! Send all letters to: Interface:Letters to the Editor, Sendial Publications, 1920 Highland Avenue, Suite 222. Lombard, IL. 60148. Due to the high volume of mail received we regret that individual letters can not be answered.

MEGA CD COMPATIBILITY

I've heard that the Japanese Mega CD-ROM will work with the U.S. Genesis system. I want to get one but I don't want to get it home and then find out that it doesn't work. What's the story?

Mark Kauffman Los Angeles, CA

I have seen the Mega CD-ROM advertised in several mail order ads. I think Sega now has the product that will blow away anything that the Super-NES can ever hope to do. I want one and plan on ordering it, but will it be compatible with the U.S. CD's when they come out? You are the ones who always get the info first. Should I buy the Japanese Mega CD?

Bill Laporte Houston, TX



Sega says the Japanese Mega CD-ROM will NOT play U.S. CD games!!

(Ed. Sorry guys. We have just found out, and Sega of America has confirmed it, that only the U.S. Genesis/U.S. Mega CD-ROM systems will play the U.S. CD games. While some of the U.S. Genesis systems (the old

'Altered Beast' systems) when combined with the Japanese Mega CD-ROM systems will play Japanese CD's, this combination will not work with American CD' games when they come out. Sega has built in a double protection system that recognizes both the software and the hardware. Save your money for the U.S. Mega CD-ROM. For all the details see the EGM Express and the special 5 page Mega CD section in this issue!)

MORE ZELDA 3...!

I can't believe it! I've been combing every magazine looking for anything new on Zelda 3, and every month - nothing. That is until I saw your January issue. Awesome! I want that game even more than ever! By the way how did you get the info before THEY published it? Print more!

Adam Wilson Atlanta, GA

The new Link game looks fantastic on the Super NES. I didn't know it was so close to production until I read your article. That is the reason why I buy your magazine. While other magazines are getting excited about the 5 year old Zelda 1 you are out there telling us about Zelda 3.

Lyle Stevens Chapel Hill, NC

A Link to the Past looks like it is going to be awesome! These are the games which will put the Super NES into the lead in the 16 bit race! Keep up the great S-NES coverage!

John Banes Denver, CO

(Ed. We are as excited about Zelda 3 as you are and that is why we are giving it four more pages in this issue. You can always count on seeing only the newest games here in EGM.)



Zelda 3 should be one of the hottest S-NES carts this winter!

SYSTEM WARS..PART 2!

Give it up Genesis players! The S-NES has it all over the puny Genesis. Not only do we have all the great companies like Konami, Capcom and Acclaim to make the new carts, but just compare the specs of the two systems. Where is your Mode 7? Then should we compare colors? 64 on the Genesis to the 32,000 for the S-NES! There is only one system and you'll see that in 1992 when there are twice as many S-NES as Genesis'.

Trevor Paton Nashville, TN

Genesis is number one! The Mode 7 in the S-NES is a joke. Most games aren't even using it. For get all the overhyped specs and compare games. Name your sport and it's there for the Genesis. Action, adventure and RPG are in the stores NOW! If S-NES players want to talk about the future we can only say to you...where is your CD-ROM?

Mark Peters Phoenix, AZ

(Ed. Sales figures aren't in yet, but Nintendo has already started to lower the price of the S-NES. Hmmm --- nice marketing strategy! Also, the S-NES can only display 256 colors on the screen at once. What do you think? Which system is better?)









shooting action!"
Electronic Gaming Monthly

16 Bit High-Tech Warfare!

You've got the fastest bird to be had, but we're not sure you can handle it. If you succeed, you'll roam six countries on your search for a powerful oil-rich Mid-Eastern Dictator, If you bail like those before you, we'll all be learning a new language soon.

Not Your Ordinary Nuclear Chopper!

But we're not looking for your average rocket jockey either. You're in command of the latest Nuclear Apache. And you've got 7 bone-crushing levels to prove yourself. Or rather, protect the American way of life.

Hottest Game-Pak Around!

With selectable weapons, quick zoom, 16 Bit Super NES™ graphics, and the largest available gamepak(8 MEGS), we don't want to hear any whining. D-Force utilizes

thousands of colors and special shading effects, giving you more than you've ever seen on the NES™ It's downright unforgettable!

Can You Handle the Heat?

You've got the hottest hardware out there. If you think you're quick enough to use it, you're ready for D-FORCE today!



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TREASURE MASTER TIPS?

I plan to enter the Treasure Master contest. I have just bought the cart and it is tough! Your tips in the December issue got me through the first level. Will you continue to print tips for the other levels? These prizes are big and the best thing in a long time for the NES.

Gerald Koeppler Pierre, ND

The Treasure Master contest is awesome! I want to win the Fantasy Game Room and I appreciate all the attention that you're giving it! Did you know your tips are a month ahead of the other mags. I have completely mastered the first three levels and can get through them perfectly. How about tips on the last two levels?

Jason Breese San Leandro, CA

(Ed. This is a good example of what we can do by working on a very short lead time. Others which require 3 to 4 months between writing and publishing can't get the tips to you in a timely manner. Tips on levels 4 and 5 are on page 164!

We also believe that this is a phenomenal contest and have been working with American Softworks to make this the best contest ever! Check out the special contest on pages 126/27. When you call in the contest results just say EGM and if you're in the first 100 to say it, you'll get a free one year subscription to EGM!)

MORE SEGA LICENSEES...

I have heard that some of the longstanding Nintendo licensees are now starting to make cartridges for the Genesis. Does that mean that we will soon see Street Fighter 2 (Capcom) and Castlevania (Konami) for the Genesis?

> Robert Sorensen Cedar Park, TX

(Ed. You are partly right Bob. Many of the Nintendo licensees like Acclaim, Vic Tokai, Koei and Data East are going to be bringing out Genesis and Game Gear products in 1992. And rumors are circulating that even Konami is working on Gradius for the Mega CD in Japan. Capcom, either in the U.S. or Japan has not announced any intentions of producing a Sega game.)

LOWER MEGA CD PRICES

I don't understand why we have to pay so much for the CD games. Cartridges must be much more expensive to manufacture because of the chip costs. However, we haven't seen any decrease in the game prices for the TurboGrafx CD-ROM. Why is this? Is NEC just trying to make a lot of money off of us? Will Sega then take the same approach and charge us much more than it costs to make the disc?

Geoff Oster Mesa, AZ



The Sega Mega CD's like Sol-Feace cost as much as cartridge games!

(Ed. You are partly correct. While it does cost less to manufacture a CD disc, there is much more development costs to create the game program which could be several times as large as a cartridge program. Also, with the capability of running high quality audio, many game companies incur larger costs in creating full length soundtracks. So far, in Japan, the Sega Mega CD-ROM discs are selling for as much as the 8 megabit cartridges.)

SUPER FAMI GAMES ON S-NES

I've owned a Super Nintendo since they first came out on August 23, 1991. I have purchased almost all of the cartridges available, but when it comes to sports games there are a lot missing. I have heard that there is an adapter which will let me play the Japanese Super Famicom games on my Super NES. There are a lot more great games out in Japan than here and I just don't want to wait for the games to come out over here. Is there such a device as there is for the Genesis/Mega Drive and PC Engine/TurboGrafx?

Alex Kreit Oakland, CA.



The Bridge is one of the many devices which allow Super Famicom games to be played on the Super NES.

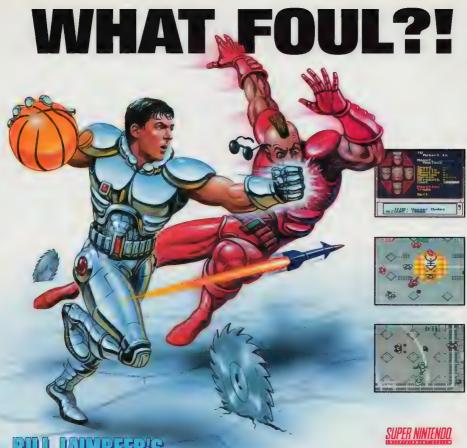
(Ed. There are many such adapters on the market. One is called the Bridge and another is the Kurna Konnector. Any mail order store can get them for you and, depending if they are made of metal or plastic, they could cost from \$20 to \$40. Basically what they do is extend the cartridge input strip from inside the S-NES to above the system.)

MEGA CD-ROM PRICE ..

I was so excited about the CD-ROM from Sega that I called a mail order store to see if I could order one and he said it was \$499. I was very mad! I thought it would be \$370 (not to blame you at all). I love your magazine but you have to get your prices straight. Is there any way I can get one cheaper?

Matt Hoff Marinette, WI

(Ed. You are right there is a large difference in the prices. If you lived in Japan you could buy a Mega CD-ROM for \$370. The mail order stores here in the U.S. have to pay shipping, customs etc. and that is why they charge more. Also what if they buy 100 Japanese Mega CD-ROM drives and then find out that they won't play the U.S. discs (as is the case!)



BILL LAMBERS Combat Basketball

No personal fouls and plenty of excitement highlight this bone-crunching futuristic basketball title! Dodge missiles, saw blades and more as you pound your way through the most intense contact sport ever created.

• Fast one-onone action! Play against the computer or a friend (1 or 2 player).

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 Up to eight people can play in the same league!
- Battery back-up lets you save your league for future grudge matches!



HUDSON SOFT USA, INC. 400 OYSTER POINT BLVD SUITE 515 SOUTH SAN FRANCISCO, CA. 94080



"And it isn't Toto, either, you fool," I snarled at the science officer. But I had this sinking feeling. We'd just completed planetary mining

operations. Time to return to base











and trade for weapons and some equipment (hmmm, maybe better shields?). I was half

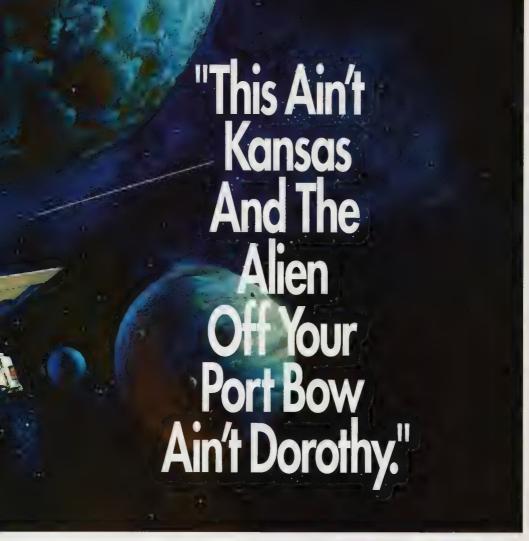
musing about the mission to save the universe. Half thinking about 8 Ultra-Compre battery backup.





Darlene-ß, a Denebian clone I'd met last run in.

We'd been out for days, exploring 270 star systems and 800 planets. Having hit everything from



jungles to deserts, oceans to icescapes. And weather that went from awful to worse. We'd met seven of the galaxy's sentient species but these guys were different. They had to be one of the other two. Of course, I'd never finish the mission unless I parleyed. But I had only seconds to decide. Besides, I've always had an itchy trigger finger.

Visit your retailer or call 1-800-245-4525 anytime.







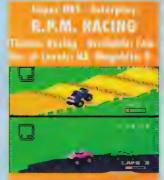


This month's Game of the Month easily goes to that blue, spike haired hedgehog with an attitude, Sonic! Yes, Sonic the Hedgehog on the Game Gear is the proud recipient of our Game of the Month! Not only is it faithfully reproduced on the Game Gear, but improves on the theme by having more levels and being portable! So, if you own a Game Gear, or are thinking about buying one, you will definitely want to check out Sonic the Hedgehog!





Yes game show fans, Smash T.V. is on the air! Game shows have taken to the more violent side of man! Your human warrior has only his skill and vast amounts of firepower at his disposal! As you fight, you can collect big money and big prizes to increase your winnings! If the action gets too rough, bring in a friend for some awesome two player action! Then prepare to fight the bosses, if you can make it!



R.P.M. Racing (Radical Psycho Machines), is a new racing game along the lines of R.C. Pro-Am for the NES. You race a monster truck against three others in a battle to reign supreme! Enter shops after each race to improve your truck with many new items, such as sticky tires, super charged engines, and ultra strong suspension! After finishing a series of races, you move up to a tougher level!



Steve (Mr. Numero Uno) Harris thinks he's got it made now that the Mega CD is here. How about that cool full motion video!



This is without a doubt the best arcade to home translation live ever played on a video game system. The graphics, sound effects and especially the bosses are all there! Sure, there are some changes, but the overall look reel and control of the game is top notch. A winning effort that fans of the coin-op should not miss!

Wow! Great job Acclaim! This is the best game you have ever done! Everything about this game says perfect - graphics, sound, game play! Why don't you tell the whole S-NES industry how you beat the flicker and slow-down problem? While as hard as the arcade resion, this still is the best production cart on the S-NES vet!

Smash TV is one of the best arcade to home translations that the ever seen. The graphics are almost pixel for pixel and the sounds are digitized straight out of the coin-op. The music is all new with some of the original tunes still in tact and the game play is super intense and non-

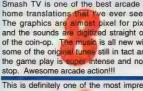
This is definitely one of the most impressive Super NES games available! As a near carbon copy of the coin-op, Smash TV has all of the flair and action of a platinum game. The only thing I miss is the gore from the coin-op. Stepping on a mine just isn't as feel Never mind, this is a must for fans of the arcade smash!



Martin (Dude) Alessi is still waiting by the mailbox for his SNES speed-up board to arrive! He'll finish



Sushi (No Nickname) X is sharpening his blades for the CES. His sabres will get a workout, especially in the 8-Bit section!



While I give this game high marks for its original execution of the fracing" theme, it just doesn't have the play mechanics nor the visual pizzazz needed to make it a winner. This type of game needs an all-out intensity that unfortunately is missing from RPM Racing. Even though the music kicks, the graphics just chop.

While this racing game doesn't have all the special effect -- Zero has it still does things that make it a very enjoyable cart. Racing head to-head on a split screen is a blast the competition is intense and even mough it is set for the younger player deteran racers can still have some fun.

Rotation Pleases Martin. Well if you are going to make a game the Super NES why don't you use the special graphics modes? The game play is difficult and the car is hard to control. I believe that RPM could have been a much better with some scaling and rotation built in to give it the needed special effects.

This is definitely NOT one of the most impressive Super NES mes available! RPM Racing never struck me as an awesome game to begin with, so don't go looking for high praise on this one. Very few of the Super NES special effects are utilized. It seems F-Zero is the only really cool racing game out there.



Wipe the smile off this face!

(And maybe a few of your friends, too!)

Here's your chance to wipe the smiles off those annoying happy faces once and for all! In FaceBall 2000, "Have a Nice Day" takes on a whole new meaning—in first-person perspective, with 3D graphics and 360° maneuvering!



WATCH OUT! They only look happy!

Get into your Game Boy...

And we mean into! FaceBall 2000 is a new virtual reality game. You don't just see your character, you are your

character. Feel like you're actually inside your Game Boy as you move through CyberScape's more than 70 treacherous mazes — or the Arena, in fast-paced rounds of high-tech combat.

Bring your friends along!

Sure. You can take on the Smiloids alone. But with your Game Link™ cable or Four Player Adapter, those faces can belong to your friends! Play one-on-one, two against two, or free-for-all!



More than four times the fun with the Four Player Adapter!



It pay\$ to play together.

Don't miss your chance to get up to \$5 back with our multiplayer rebate! You'll find all the info inside your FaceBall 2000 package when you open it up for the game of your life! But hurry. Some of your friends might be buying FaceBall 2000 right now. If they get in too much practice without you, the smile that gets wiped might be your own!

FACEBALL

A whole new way to get into your Game Boy.

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CIRCLE #124 ON READER SERVICE CARD.

The Best Games in the World



Nintendo - Capcom MEGA MAN 4

Thoma: Action Available: Feb. No. of Leveli: 13 Megabits: 4



The adventures of Mega Man continue with another exciting sequel, Mega Man 4. However, you will learn much of the Mega Man story in this episode. Mega Man must once again stop the eight evil robots of the maniacal Dr. Wily. After defeating these robots, you must journey through two castles to eventually reach Dr. Wily. Great graphics and a wide assortment of power-ups make Mega Man 4 a terrific sequel!

While you could say that this game is just another Mega Man courter, the attention to detail that (accounts pumping into this series just keeps getting better. There are new surprise and the graphics have reached a new lean. The title is an 8-Bit safe bet that she appeal to both old and new Mega Man fans.

Mega Man just keeps on getting better and better. While earn sion is virtually identical to the previous somehow the game never gets soring where are a few new twists but it still more of the same. Like the old ada of it in thooke, don't fix it. For some is seeing Dr. Wiley again wasn't a surprise!

Our favorite 8-Bit hero is back for another adventure in Ninteon. In the graphics are typical Mega Mutu elle and aren't anything spectaculer. The music is good but gets repetitive action quickly. I love the new power, too the the wire arm. However, the gain, and fun to play, and in the end that's what counts.

Capcom definitely has a winner in the Mega man seriest three titles, I would think that they would move on to the Super NES, but hey dook a bold step and created another green NES title! The worst problem van Meg Man 4 is that some of the wear and bosses are recycled from the previous games.

Nintendo - Konagri T.M.N.T. The Action Available really of toyols - Vegabits Possición - Vegabits 1000 - 10200

Once again, the Turtles have another big mission before them! Manhattan Island has been stolen by the Shredder! To top it off, he has even kidnapped April O'Neil as well! Pick from the famous four and set out to kick some tail! All new moves are here, including some ultra-powerful special attacks! If you are having trouble, invite a friend over to help out! This offers loads of fun in another T.M.N.T. adventure!

This latest Turtles' title does pack a punch, but there are shortcomings. The flicker problem that be gued the second adventure turns up again in part three. Overall, however there is a lot to like in this game which relains the action approach of part the adventure of the original.

Each version of the Turtles, like Mega Man, seems to get the and better. Until some phenoment breath rough comes along, the games aven ached the limits of the old NES are flicted is a way of life in 2 player games. But er, and more moves, more valued better control help make this the best turtles yet!

The Turtles are back for their third NES cart. Graphics and the game play has a few new techniques, like the procial attack and ability to throw the aremies over your shoulder. The gate play is extremely repetitive and real whas nothing innovative. I'm not too thrilled with this cart.

Turtles 3 is certainly the best Turtles adventure ever! To put a same better, the control is light years elead of Turtles 2, and the game is being! Wait until you meet up with Super Thredder! The two weaknesses that the exist are the excessive repetition are por techniques found in Turtles 2. I want to see Super Turtles 4!

Nintendo - Lucasfilm THE EMPIRE STRIKES BACK Thomas Action Available: May. No of Levels & Magnifes 4



Live the adventure of the Jedi Knights once again with The Empire Strikes Back from Lucasfilm. You have many missions to accomplish, like destroying Darth Vader's probes, destroying At-At's, talking to Yoda, and even facing Darth with only a light saber and your wits to help you! Many animated cinema displays relate the story as you progress. The Empire Strikes Back, appearing in a store not so far away!

While this game does manage to capture the feel and conting the movie on which it is based, many or the set-ups are too complicated or not borious for their own good. Instead or appreciating the fine graphics and ghosen man play, the action gets bogg and in specific areas and doesn't ever quite get up to speed.

One would expect that these games would have tons and fight scenes. They don't first cart is more of a maze/puzzle gare. Your progress in spots is dependent on any well you can jump from blockrop bid and it can get repetitious until exercitious until y. Still doesn't have the Lucas touch.

This cart has a few new features that show an improvement the first. The digitized sound effects are really cool and there are a variety of different game play scenes. The Snowspector scene is my favorite part of the game Hey, the people at Cloud City we will weren't hey? Hopefully they'll do Jedi for SNES.

Take a moment to visualize this game. It never really takes the firm of a high action video game of a or k steady RPG. It gets buried some internal in between and slows down right in the middle. While the graphics are exceeding a 8-bit, and the story line is great, the ame play leaves something to be desired... fun!



The game of the future is here today!

- High-speed futuristic action/adventure.
 - Graphics with full 16-bit power.
 - Stereo sound with fresh effects.
- 3-D background pull you lift the action!
- High tech at a great price





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Strategy game lovers will really appreciate Rampart from Jaleco. Originally in the arcades, it has now been translated for the NES. Your objective is to build your castle and fortify it with cannons. After fortification, you will be attacked by enemy ships. Destroy them, and you can expand or rebuild your castle with assorted pieces, but do it before time runs out! Rampart is definitely a welcome change to NES!

Rampart, based on the cult coin-op, is a cool combination of Tary Missile Command and your rur of the mill strategy contests. The game really heated up in the arcades, when several people played in tandem. Unformately what was fun to drop a few quarters in comes repetitive and uninteresting quite quickly.

Rampart is not a game for the action oriented player even the screen and position. The some which makes me think, but it does not more variety to keep you going.

Surprisingly Rampart is one of the most fun to play NES care and "I've run into in a long time. The paphie are very good for an 8-Bit conversion and the sounds actually have digitated you as that rival the Genesis version the or the is just really fun to play and have addicting quality to it. Repetition was never this fun.

I'm not impressed with this game. It starts as a really cool game an elenty of strategy but then each succeeding level becomes repetitions. Nothing seems to change, and the name become easy to master in no time. What is needs is more variety with different as of enemies or something.

Nintendo - Acclaim WIZARDS AND WARRIORS 3 Theme: Adv. Available: feb. No. of Levels: NA Megabits: 2

The evil Malkil has returned in Acclaim's Wizards and Warriors 3. Malkil's power has increased dramatically since he now controls not only the Royal Palace, but the citizens in the quiet town of Piedup. Kuros must find the sacred Mega Gems, as they are his only hope of reaching the Palace. This time, Kuros can even change his disguise to sneak past guards and possible foes!

Although the adventure aspects of this series have been expect of more thoroughly in part three, the action is still pretty much the same. I'm not a big Wizards and Warriors fan, but to those of you who are, you will appraise to the extra detail in graphics and anim tion that the latest title has picked up in its evolution.

The Wizards series continues to get longer and harder was each new game. Those who liked the old versions may not like the RPGist direction that this cart is going in but sames evolve and with very few fun que in RPG around Wizards may have just and a new niche to expand into.

Sequels that don't improve on their predecessors have a history tot doing well. The graphics aren't as good as in 2, and the sounds are noting to jam through a stereo. The game play to OK but doesn't keep my interest for long. RPG's with Mario style game in the game to make an outstanding cart.



The once famous toy line now has its very own NES game! Choose to play the part of a Vampire or Monster and set out to stop the fiends that Warlock sent after you! You must journey through the house and find your way to Warlock's lair before he manages to destroy you first! However, you aren't helpless. You can perform a double jump over enemies, and you have a flaming punch to blow away your foes!

Strip away the license and the overgrown background graphics and you've essentially got your standard castlevania game. The action and official challenge are not quite as intense, frowever which is a disappointment for long, but younger players should have a deal time with this well executed title.

Konami is going after the younger audience with this gar and an ga unique monster, not avanable in stores, in the box is a good marketing approach, but the older player ven, get too excited about it. Definitely to the beginner and as such it is easy a regin with enough variety to keep their interest.

Dumb name, great game. I really like the game play and the proof of are excellent for an 8-Bit game. There is lots of parallax scrolling and the boss of aracters take up the entire screen. The game is bit too easy but is well as the dark original title that could make a really cool SNES cart.

The name monster in my pocket is not the best choice. Even the game is a little above average it sum is too easy for the serious player. The game is really about a six, but they could have made it more interesting for a header audience. Not much of a discovery for me as I blew through it in no time.

WEGAS DREAM.

IS HERE

Bring the Strip to your neighborhood—and the casino of your choice home to your living room. Set off with your friends to that magical oasis where dreams come true, and fortunes are made and lost. Combining four of the most popular casino games into one exciting package, VEGAS DREAM lets up to four players compete in the Hal Palace Hotel casino. Side bets, sub-plots and a cast of fascinating characters assure non-stop action. Try your hand at Blackjack or Roulette, spin the Slot Machines in denominations from \$1 to \$100, then take a little break in the action and play a few

different game at

to use next time. Take

games of Keno. Loan money back and forth, change to a any time, or save your bankroll a chance on VEGAS DREAM—odds are you're going to love it.











Genesis - Sega WONDERBOY 5

Theme: Action Available: Feb. No. of Levels: NA Megabits: 4



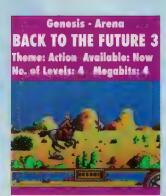
Monster World needs you once again! WonderBoy V continues where the first few left off! The land is being overrun with beasts! Journey through your town and pick up clues from everyone you meet, but some won't be willing to reveal much unless you offer something! Many different magic spells are available to use, as are a wide array of new and powerful weapons to purchase with gold.

Most of you should be familiar with the Wonderboy theme, with a sessentially action variant of Mario and countless other side-scrollers. There's a higher emphasis placed on the battle action and some may think it is overdone, but despite the repetitious nature of play, I was entertained through the early rounds.

The Wonder Boy series always combined the right amount of action in a quest game making it easy enough for a beginner to get interested yet difficult in the later levels for the more experienced player. Now, spruced to with 16 bit graphics this version is the test in the series. Quite a challenging quest!

I'm not into Wonderboy games and this cart is not that exciting to me. The graphics are cool and the sound is good but the game play is kind of boring and offers very little action. Trust didn't find this cart exciting enough and I would rather play Super Adventure Island for the SNES. The weapons are neat though.

I really liked Wonder Boy V! It reminds me of games like Yis III. Thourn targeted at kids. The music is excellent, and the graphics are really crisp and clear. The cartoonish characters are vibrant and colorful, adding more splendor to the Wonder Boy series III may not be the best RPG or action title, but it is consistent.



Marty McFly is on a mission to save Doc from the evil bad guy Buford "Mad Dog" Tannen. When Doc arrived in 1885, Mad Dog has been gunning to get Doc. Marty must set out and save Doc before it's too late. There are four different scenes to accomplish: The Buckboard Chase, Shooting Gallery, Pie Throwing and a final pie throwing stage to finally overthrow Mad Dog. Relive the excitement with Arena!

This game tries to capture the "magic" of the movie, while delivered solid action. In the end, it fails at both, Athough the pace of play does match the film, the execution of the different comes is so poor that I really found little interest of continuing my quest. Nice graphics is some levels, but much too little overall.

This cart needs work. There isn't enough action and the game of leaves a lot to be desired. The game do n't seem to be directed at a specificage group so I can't say it would be better or the younger players. While doe resemble the movie, and some though graphics are very well done, it doesn't come through.

Back to the Future 3 should go back to programmers. The markics look good but that's only what the gime is paused. The animation is choopy and the sounds are definitely substance d. This is one cart which is marking to boat entirely. There was no for the whole I played through it.

Back to the Future 3 is a disappointment from start to finish! The character control is so horrible, see that should be simple become overly frustrating! The graphics are good in certain areas, poor in others. What I really want is a RPG encompassing all 3 more cluding cool driving sequences where you travel in time.

Genesis - Arena BATTLEMASTER

Theme: RPG Available: Now No. of Levels: NA Megabits: 4



Battlemaster is a fantasy arcade adventure set in a world of myth and feudal strife. The land is in ruins, and isolated villages, towns and castles are divided by areas of chaotic monster-infested wilderness. Your task is to restore order by conquering the four kingdoms and handing their crowns to the Watcher. Battlemaster features an overhead display, many monsters to attack and a long quest to keep you involved!

I guess I'm out of touch with whatever this cart is trying to be "Wile" I think it is a strategy-oriented "G, in overwhelming number of tasks that must be attended to does little more than slow the pace of the "action" to a cray "Instead of finding fun in the interaction a cray, all I discovered was boredom. Nice try.

Granted RPG's tend to move slower and die-hard players say the stem time to think out the next move. Unfortunately I couldn't find the speed adjustment and I could just barely move along. I normally like a good chall be but this was one of the first games that I gave up on. While the challenge is there, it moves to slow.

If I had actually bought this cart with hard earned money I would hally feel disappointed. A 16-Bit one smuld have good graphics and interesting music but this cart can't keep up with an 8-Bit game. It looks like they've spent more time on the art then on the gautetie Master loses in my book.

Another disappointment from the programmers at Arena This could be a great game, but I become extremely disgruntled when my party fails to keep up with me and get lost. The game play is merely average, as wellims the music, but the fun meter just about as actiom. This game needs more consistency and excitement.



It's the 18th hole - Hal Open Tournament. Sixty of the best golfers in the country are gathered in one place to decide who will walk away with the Grand Prize trophy. You're 7 under par, tied for first. This 22-foot putt is all that stands between you and glory. A hush falls over the gallery...you check the lie of the green...measure your stroke...address the ball....

- Lots of ways to play One to four players, Stroke, Match, and Tournament Play, or head-to-head against the Hal Pro.
- Each play mode has Amateur, Single and Professional difficulty levels, plus Handicap option.
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CIRCLE #1310 CN READER SERVICE CARD.

Genesis - Sega CALIFORNIA GAMES

Theme: Sports: Available: Feb. No. of Levels: 5: Megabits: 4



The popular cult classic, California Games, has found a new home on the Genesis. Originally released on the C64 and Atari Lynx, it has been enhanced for the Genesis. Play through five of the best events offered: BMX Racing, Footbag, Surfing, Halfpipe and Skating. Up to four players can compete alternately in the games for added enjoyment! Great graphics and sound make Calif. Games a cart to check out!

Very rarely do multi-event games work for me and this is a prine can hele. Although the individual events are entertaining, the cohesive threads first rould have made this play like a rear game are missing. Basically you play, each event until you get tired of it. Very latt may appeal to some, I like more depth in my game.

This game is OK for somebody who has never played a versicity of this. Unfortunately, it's been around so long, and no company has bothered to change or at least, enhance the cart, that it still looks like the ancient ampute game. I would have hoped for some of gresh, with new ideas to some old sports.

This is what happens when you try to take a computer game and the it on a video game system. The graphics are very good but the game play is extremely choppy and difficult to control. The games may look a little tretter but they aren't any fun became you can play them.

Heyl If you really want to play California Games and have it of suggest you go out and get the Atari Lynx version! This game just doesn't manilate well on the big machines. It reminds the of the vain attempt to put Boxxie on the Genesis when it belonged the Gameboy. It is only average here.

TurboGrafx-16 - NEC DARKWING DUCK

Theme: Action Available: Feb. No. of Levels: 5 Megabits: 4



Darkwing Duck, Disney's newest hero, is here, and he is out to stop the forces of F.O.W.L., a newly organized crime outfit. Take on the leaders: Tuskerinni, Megavolt, Moliarity and Steelbeak in each of their homelands. Darkwing must collect puzzle pieces to solve the F.O.W.L. mystery. Collect powerups and eggs to replenish you r strength. Darkwing Duck will be available in February.

Darkwing Duck brings together most of the elements that we've seen before in popular action/ad/ until like Mario and Sonic. But instead of a eting an atmosphere of intensity and illing upon the options to enhan the lay mechanics, Darkwing Duck upon to sleep with a lack of interaction and challenge.

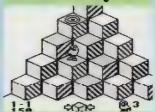
Perhaps the younger age group mike like this game but it is united because the player control is not oreal e and leads to a lot of mistakes that hould have not happened. A but more exciting action would go a long ways of make this an enjoyable cart. The except is good, it's just that it never got off the ground.

This game is missing a lot. This goose was cooked before the case to the Turbo. The coolest thing in the game is the magnifying glass on the stage select. The graphics are choppy and the play control really needs with the play control really needs with the graphics are choppy and the play control really needs with the graphics are choppy and the play control really needs with the play control really needs with the play control that the graphic stage is the playable.

I think Darkwing Duck should stick to cartoons. This game is to low! The game play offers no externent no ingenuity, and no fun. Struggling though Darkwing Duck was good for the using, however; I managed to brown youstration time record of all time in game is not very well done.

GameBoy - Jaleco O-BERT

Theme: Action Available: Feb. No. of Levels: NA Megabits: 1



Q-Bert is back and he's straight from the arcades to the portable screen. That pyramid hopper has got his job cut out for him! Jump from cube to cube and change each top to all the same color. Even Q-Bert's arch enemy, Coily, is back for his sweet revenge. Of course, if things get out of control, Q-Bert can always jump on a saucer and be returned to the top! For great fun, try Q-Bert on your GameBoy

As a fan of the classic coin-op, I was pleasantly surprise. At a Credible rendering of Q*Bert, instead of simply recreating the original pixel or pixel, they've added new characters and new patterns to Q*Bert's block the distribution. There are problems with identify uncharacters as well as difficulty in higher levels, but it's still solid.

Now this is a game that is fun! Jaleco has really got the on-service and down perfect. In other or sions I would find myself making to be that I didn't want to do becaute of the necessary diagonal movements. In this copy the control is perfect owing me to concentrate on the game.

I liked the coin-op alot when it came out but that was then and the is black and white. The game pay is of but gets kind of difficult when you nave multiple shades of grey to change. Some of the characters are too simils and is hard to determine the enemy that the good guys. Old games should be better in 1992.

Remember when Q-Bert was a Saturday morning cartoon? The of us from that era remember the excitement Q-Bert raised at the arcade as hell. Let's face it. This guy is justicially oute. The play mechanics are emple hough to learn, and the level of change is ever-increasing. Too bad it resides on the Game Boy.

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- SLOW MOTION CONTROL buys you time to get out of those tight spots!
- COMPACT SIZE puts performance power in your hands! Any questions? 415/570-7005.

This product is illomesed by SEGA EMTERPRISES, LTD, for use with the SEGA GENESIST "SYSTEM, 6 1992 ASQII Extentionment Software, inc., PQ, Des 56935, Sea, Maker, CA, 94405, Highlenbers 415 STO-TOS, Flower SILIDI and Accidence are involuntated of ASQII Entertainment Software, inc. SEGA, SCENSES and Be SEGA SEAL, OF GUALITY are transferended of SEGA PAYTERPRISES, LTD.

CIRCLE #202 ON READER SERVICE CARD.

GameBoy - Mindscape PAPERBOY 2

Theme: Action Available: Feb. No. of Levels: 7 Megabits: 1



The average paperboy never had it so tough! Paperboy 2 from Mind-scape is now available for your GameBoy! Choose from either a paperboy or papergirl and deliver your papers! Watch out for the various obstacles along the way, like tires, cars, gargoyles, and dogs. Pick up more papers to finish your route and then head into the obstacle course to rack up more points in this great arcade translation!

Although this game is not as ambitious as the expanded Super NES version, I think it works better because of its simplicity. Don't get me wrong, it is a good representation of Paperboy, but there are a few drawbacks that unfortunately can't be avoided on the small GameBoy screen. A nice game that should appeal to fans.

Paperboy is a great game for the younger player. Breaking window and other nasty deeds are always fun things to do, as long as it's on a video game. Decent control, and just a lot of fun. It's a great nobrainer cart for those days when you want to play games but don't want to think. Better than average.

I never liked PaperBoy much but it's not the worst game around. The graphics are good and the game play is decent. The black and white graphics don't do anything for me. The screen is too small and the game is just a little repetitive for a portable cart. It you like Paperboy and have a GameBoy it is a good translation.

Paperboy is one of those arcade classics that never seems to the Islate very well. Game Boy Paperboy 2 expands on the original, but bombs on the graphics. The blurring effect of the Game Boy destroys the game play, though it has good control. If it were the same game on the NES, it would rate a 7. Retire the B&W, "big N!"

Game Gear - Sega SONIC THE HEDGEHOG Theme: Action Available: Feb. No. of Levels: 15+ Megabits: 2



Sonic the Hedgehog is great on the Genesis, but now he's portable.
Sonic for your Game Gear includes all of the original levels, plus some new ones thrown in to make it more challenging! Gather rings and power ups on your quest to defeat the evil Dr. Robotnik, and free your captured forest buddies! Journey through a lush jungle, a bridge zone, and even a warship! Sonic for Game Gear is a game to look for!

This is probably one of the best Game Gear games to date. It is very similar to the 8-Bit version of Sonic which is very similar to the 16-Bit version of Sonic. But many Sonic fans may find the new dangers and overall adventures a refreshing change of pace and a welcome semi-sequel to the Genesis original.

Game gear cartridges don't come any better! Sonic for the 8 bit is every bit as much fun as it's olg brother. The levels are challenging and it you thought Sonic moved fast on the Genesis, wait till you see him on the GGI One item of special note...listen to the Sega' intro. The voice is better than most Genesis carts!

Sonic is the best Game Gear game that I've ever seen. The graphics are spectacular with vivid colors and great animation. The sounds are equally impressive and they've even kept the "SEGA" voice at the intro. The game play is excellent and there are made improvements and game play techniques.

This is an awesome translation to the 8-bit Sega machine! It would appear this will go the same road as Castle of Illusion, adding new levels and challenges to the original 16-bit smash! Even if you own the 16-bit version, I recommend the 8-bit wonder wholeheark-tily! I can't wait to see an 8-bit Toeslam & Eari!

Lynx - Atari XYBOTS

Theme: Action Available: Feb. No. of Levels: NA Megabits: 2



Destroy and armada of alien intruders in Xybots for the Atari Lynx. These aliens have taken over a space station and it's up to you to clean up! Travel around and waste anything that moves! Find coins to purchase better weapons and equipment from the vending machines. If you find the mission is too difficult alone, hook up the ComLynx for some interstellar two player fun. Xybots will arrive in February!

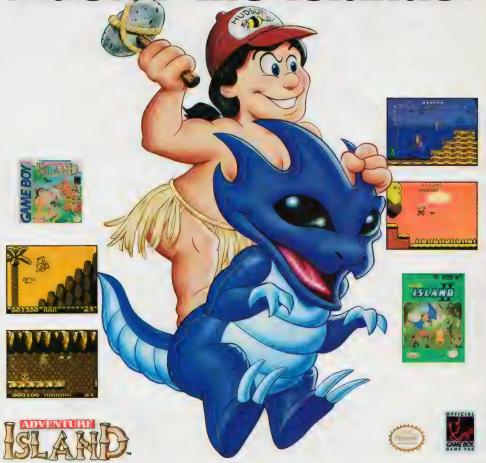
This is a very good version of Xybots, but I have to start this review by saying I was never really impressed by Xybots in the arcade. As far as the Lynx translation goes, the graphics are only, the interaction is good arms the overiall scope has been captured well. But a good copy of a bad game just doesn't cut it for me.

Xybots is one of those OK type games. There is nothing special ar about it, but on the other hand there is nothing bad about it either. With somewhat better than average graphics this is a good cart to buy especially considering the other Lynx games out there. Packs good solid action for decent entertainment.

Sorry, but I don't like Xybots for any system. The game has interecting aspects to it but I get tired of running around in a maze and shooting rather quickly. The graphics are good and the sounds is better than average but the game play is far too repetitive to keep my interest long. Not one of my favorite Lynx carts.

I must give credit where credit is due. Unlike my peers, I thoroughly enjoyed the coin-op and had a plast playing with a friend! This is not just your typical runand-shoot. You must use caution and strategy to continue on to the next level. Anyway, the translation is nearly perfect except for the non-rotational joystick.

Master the Islands!



Princess Tina is lost and only Master Higgins can find her! Go thrashin' on your skateboard or ride powerful dinosaur steeds as you search through 8 wild and uncharted islands. You'll face poisonous spiders, spitting cobras and a host of guardian monsters that are just waiting for an intruder to snack on! Take off on the adventure of a lifetime in these action-packed games for the NES and Game Boy!

- Crack open hidden eggs for a massive bonus or super shortcut!
- Spectacular graphics and excellent game play highlight the action!



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FOR SPECIFIC PRODUCT INFORMATION CONTACT THE COMPANIES LISTED BELOW: The information below was supplied by each of the Individual companies, and is current as of DEC. 23, 1991.

Cowboy Kld Romstar - Action

Die Hard

Activision - Action Dragon Warrior 3

Enix - RPG/Adventure

F-15 Strike Eagle Microprose - Simulation

G I Joe: The Atlantis Factor Sword Master Capcom - Action

Godzilla 2 Toho - Action

M C Kids Virgin - Action

Mutant Virus American Soft - Action

Quatro Adventure Camerica - Adventure

Quatro Sports Camerica - Sports

Rampart Jaleco - Action/Strategy

Super Spy Hunter Sunsoft - Action

Activision - Action

Wizardry 2 Ascii - RPG/Adventure

Wizards & Warriors 3 Acclaim - Action

Addam's Family Ocean - Action

Golden Empire Culture Brain - Adventure

Gunforce Irem - Action

Joe & Mac Data East - Action

Lagoon Seika - RPG/Adventure

Lemmings Sunsoft - Puzzle

Noian Ryan Basebail Romstar - Sports

Pit Fighter THQ - Action

Smash TV Acclaim - Action

Wanderer's from Y's 3 American Sammy - RPG/Adventure



GAMEBOY

Adventure Island Hudson - Action

Beetlejuice Acclaim - Action

Boggle Plus Parker Bros - Puzzle

Fighting Simulator 2 in 1 Culture Brain - Action

Infogenius German/English Translator Gametek - Educational Gradius: Interstellar Assault Konami - Action

Megaman 2 Capcom - Action

Monopoly Parker Bros - Family Fun

Nail n' Scale
Data East - Action
Prince of Persia

Virgin - Action

Snow Brothers

Snow Brothers
Capcom - Action/Puzzle

GENESIS

California Games

Chuck Rock Virgin - Action

Corporation Virgin - Adventure

Devilish
Sages Creation - Action

Double Dragon Accolade - Action

Exile Renovation - RPG

Marble Madness Electronic Arts - Puzzle aperboy

Rolling Thunder 2

Star Odyssey Sages Creation - RPG

Terminator Virgin - Action

Test Drive 2 Accolade - Simulation

Valis
Renovation - Action

Henovation - Action

TURBOGRAFX-06

NEC - Action

Valis 3 NEC CD-Rom - Action

BYNY

Rolling Thunder Atari - Action Storm over Dorla Atari - RPG

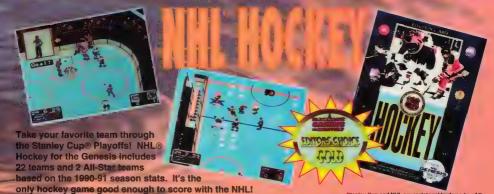
GAME GEAR

Berlin Wall Kaneko - Puzzle

Chase HQ Taito - Action MASTER SYSTEM

> No Games This Month

Football Frenzy SNK - Sports Mutation Nation SNK - Action Soccer Brawl SNK - Sports





...Atari Jaguar Transforms Into A Bird...Sega Rides High On The 16-Bit Wave...Game Gear Master Converter...
...Contra 4 Is Actually Contra 3 For The SNES...Sega Mega CD Support...New Nintendo Mario Adventure..

... Jam your joysticks and blow your bombs, Quatermann hath returned with a bucketful of gaming nasties from around the world. This is top-notch goop my Quarter-friends, so sit back and bring your beady little eyes into focus... Let's talk to the hardware heads first - especially you guys and gals who have been following the progress (and lack thereof) of the Atari Panther turned Jaguar. Latest news from behind the closed doors of Atari has the machine christened with a new name: the Sparrow! Going from a cathouse to a birdhouse? Maybe. Yours truly has been told by sources in the know that the Sparrow is somehow related to the Jaguar, but whether or not it is in fact a replacement for the Jaguar has yet to be seen. Atari appears to be taking the machine in a hundred different directions, from multimedia uses to computer to video games. Also, the latest rumors have the Jaguar/Sparrow super system possibly using floppy discs as the main soft delivery system! Hooray! Copy protection heaven! I can't wait to play with a little spinning wheel and match up words before the game will boot! Nice try Hans...

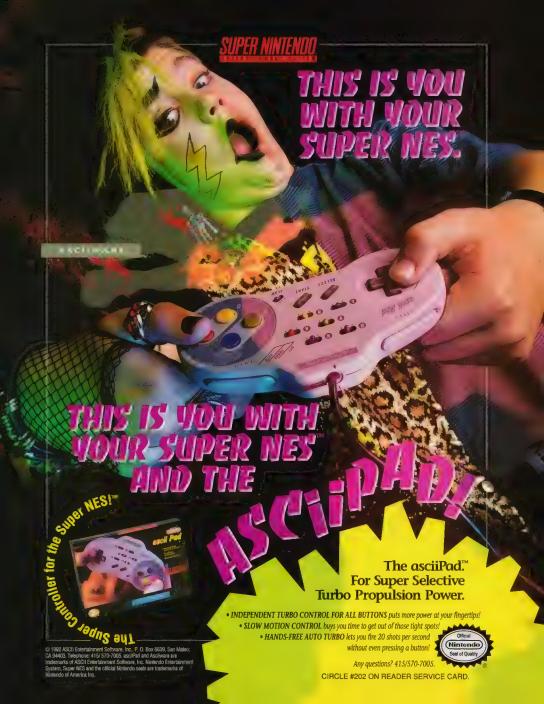
... Moving over to the Sega camp, where truly marauding Christmas sales have enabled the "We're close but always second" gaming corp. to pull ahead and absolutely demolish Nintendo - even with no Pepsi cola tie-ins! The Quartermann gives Sega a big thumbs up for the steps they've taken to become the leaders of 16-Bit as well as... introduce their own Master System to Game Gear convertor. These cool little items have been floating around the mail order houses for the past couple of months. Now Sega themselves will let you take the existing library of 8-Bit titles and pug 'em into your GG... The incredible new Contra 4 for the Super NES is really not going to be Contra 4 at all! That's because Contra 4 is now Contra 3, even though with the release of Contra Force it should be Contra 5. Anyway, the sub-title on this one is Contra 3: Alien Wars... Beware of imported Mega CD's! Those rascally folk at Sega are rumored to have a secret plan that will encode each CD disc, making machines from different countries unable to read the discs from another. Tricky, tricky Sega...

... In other Mega CD news, a flurry of American companies seem to be making moves to join their Japanese cousins in the support and development of softs for the new Sega super system. Some of these names are rumored to include ICOM Simulations, Reactor, Sierra and more! The Q-Mann would have to say that it's still early to see who will rise to the occasion on this new Mega platform, but with some of the full-screen, full-motion video that the one and only has already seen, I'd say the chances for some top-notch softs are great indeed... One of the bigger names that's rumored to be getting into the Mega CD, at least in Japan, is none other than Konami! Their first entry is rumored to be Gradius, but whether or not the game makes it to American shores is still up in the air...

...Here's the rumor of the new year: Nintendo is rumored to be working on yet another Mario adventure. The specifics of this Mario title, however, are different since it will also mark the return of one of the little carpenter-type dude's oldest enemies - Donkey Kong! A 16-Bit update of the original quarter chomper, replete with new scenes and better graphics is rumored to be on the way for release sometime in 1992. Sounds like the type of game the Super NES was designed to make famous... Could Sega be working on a Super Game Module that allow the Genesis to do even more incredible things? I'll tell you first...

...That wraps it up for this thrilling installment of the Quatermann show. I'll be waiting for the Mac-Man's letters to reinforce my inflated ego as well as provide you with the total behind the scenes scoops of the 1992 Consumer Electronics Show in the next issue! Until that time, remember that old pizza is bad for the health and I am the walrus...

- QUARTERMANN



THE GREATEST PLAY IN FOOTBALL HISTORY.

Brace yourself for the brand new version of the game awarded Genesis "Game of the Year" by Game Player's.

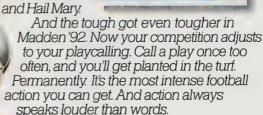
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Coach Madden's drafted a whole new game this year including the Run and Shoot, 3-4 defenses, and much more.

EN ENSIN Besides calling the shots, you have more moves than a cheerleader. Take vour running back, for example. You control every spin, hurdle, cut back, dive, you name it. Use the "oomph" button to steamroll for a first down. If you don't like what you see at the line of scrimmage, you can audible. You even choose the weather.



This season's a lot tougher. Call a play once too often and you'll get planted in the turf.



Watch the momentum shift after the hardest-hitting play in football: the ol' quarterback sneak to the hospital.



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> > **ELECTRONIC ARTS**

SEGA ADDS PROTECTION CIRCUITRY TO GENESIS AND U.S. MEGA CD-ROM

Without a lot of fanfare and press announcements (none, in fact), Sega has very quietly changed the circuitry of the motherboard in it's new Genesis systems.

The editors at EGM noted this change when the new systems came out late last summer. These systems are easily identified because the change occurred when Sega switched the pack-in cartridge from the old Altered Beast game to the newer, more popular, Sonic the Hedgehog soft.

At that time, when questioned, sources at Sega stated that the change was made as a cost saving procedure. By reducing the circuitry on the motherboard, production costs would be less. That sounded good, and Sega then passed the cost savings on to the game players by reducing the price of the system to \$149.

A few weeks passed and letters and calls started coming in to EGM from players complaining that some of the unlicensed Sega games would not play on the new 'Sonic' Genesis systems. The game Onslaught by Accolade (a company not licensed by Sega) along with a few other very old cartridges, were the ones that readers stated wouldn't work. In addition, now, whenever a game was inserted in the 'Sonic'

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If you get this screen when you turn on your Genesis system, it has the protection circuitry built in.

Electronic Gaming Monthly





The motherboard of the new 'Sonic' Genesis' (top) has been condensed from the older 'Altered Beast' Genesis (bottom) but it now includes protection circuitry.

Genesis systems a new screen would appear before the familiar Sega logo screen. This screen says "Produced by or under license from Sega Enterprises Ltd."

The plot thickens. In November, Sega filed a trademark lawsuit against Accolade, and in December Accolade filed a counter-suit. In this lawsuit, the fact came out that Sega did more than consolidate the circuitry when they made the mother-board change.

Sega, of course has the right to do whatever it deems necessary to maintain the integrity and high quality of the products which use it's system, and this circuitry change is a wise move on Sega's part. But, even with this change, the new Accolade games, as well as the Japanese carts still work on the new 'Sonic' Genesis systems, and all is well....Or is it??

Now it's late December and the Mega Drive Mega CD-ROM is out in the stores in Japan. World Net™ sources have sent us a Japanese production Mega CD-ROM so we could see how different the final version is from the prototype. To our surprise, the new 'Sonic' Genesis system, when connected to the Japanese Mega CD-ROM, wouldn't work! The old 'Altered Beast' Genesis worked fine (no protection circuitry), as did, of course, the Mega Drive.

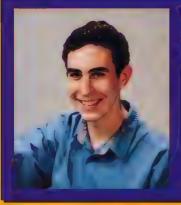
Next EGM contacted Sega of America and spokesperson, Mr. Al Nilsen, confirmed that the U.S. Mega CD-ROM discs will NOT play in either the Japanese or European Mega CD-ROM systems.

World Net™ sources close to Sega of Europe and Sega of Japan have confirmed that Sega has a double system of hardware/hardware and software/hardware protection circuitry built into the Mega CD-ROM operating system chips. In addition, every game CD will also have a special program encoded on them to recognize and lock out CD-ROM systems from other countries! While the 'Altered Beast' Genesis/-Japanese Mega CD combo bypasses the hardware copy protection, it will not get past the software/hardware protection coming on the U.S. discs.

Bottom line, don't buy the Japanese Mega CD-ROM as it will NOT play the upcoming U.S. CDs..



When the U.S. Mega CD-ROM comes out, there will be protection circuitry built in the operating system chip!



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'GAME GENIE' CLONE OUT FOR GENESIS!! NEC MERGES WITH HUDSON, BRINGS TURBO DUO TO U.S.!! GET NES GAMES ON FLOPPY DISK FOR YOUR IBM!!

It had to happen. With Camerica and Galoob beating Nintendo in court to make the Game Genie legal in North America, the doors were thrown wide open to all types of new program altering accessories. It didn't take the code-crackers long either, as the first Game Genie clone is now available through mail order companies.

This accessory is called the Action Replay from Datel Electronics in England (Note: this product should not to be confused with the Game Action Replay from STD Entertainment here in the U.S.).

The AR works in a similar manner to the Game Genie. Shaped exactly like a Genesis cartridge, the AR plugs into the cartridge slot of the Genesis. The game you want to play then plugs into the AR. When you turn on the system you get a new screen where you enter the passwords. This is done by using the control pad to cycle through the letters. When done you flip the switch on the left of the AR, and then start the game.

The instruction book list passwords for 30 popular Japanese, European and U.S. Genesis/Mega Drive games. Included are ToeJam and Earl, Sonic the Hedgehog, Moonwalker, Batman and Road Rash. In England the AR sells for about \$60. Unfortunately, at the present time, getting code updates idfficult. Bottom line...save your money for the Genesis Game Genie.



Type in the various passwords on this screen then flip the switch to modify the game program!



Called the Action Replay, this Genesis 'Game Genie' clone allows you to type in passcodes that make you invincible, start at any level or do new tricks!

At the Winter Consumer Electronics Show NEC Technologies announced that they have entered into a joint venture with Hudson Soft Co., Ltd. The new company name is Turbo Technologies and effective April 1, 1992 all TurboGrafx-16 video game products will be developed and marketed by the new Los Angeles-based corporation.

NEC has been running third in the 16 bit game machine race and never could recover from problems that date back to it's original marketing strategy. While the reduction of the game system's price to \$99 last summer sparked some new interest, analysts state that it was just too late to significantly impact on the Genesis sales and it wasn't enough incentive to convert the players who were waiting for the Super NES. Now, with software giant Hudson calling the shots, perhaps the new Turbo will succeed.



The TurboGrafx Duo will be coming to the U.S. in August with the 4 TV Sports games as the pack-in disc.

EGM has learned that a new company - Multix Inc. of Dallas TX. has just created a game card that plugs into any empty slot on any IBM computer. This game card allows one person to play Nintendo games on a TV while another person runs application programs on the computer.



The Multix Game Card will duplicate the functions of the NES. NES disks will sell for \$5.

The game card performs the same functions as the NES but the major difference is that the NES games will be on floppy disk. Multix will transfer the games to disk thereby assuring that the copy will maintain the same high quality as the original cart. By being on floppy disk, Multix states that the games could sell in the \$5 to \$15 range.

The Multix Game Card will cost about \$90 and it will plug into any IBM computer. It will hold programs up to 2 megabits and can be upgraded to handle the new 4 megabit games. Multix is negotiating rights to use some of the older NES titles from companies such as Sony Imagesoft, Acclaim and Asmik.

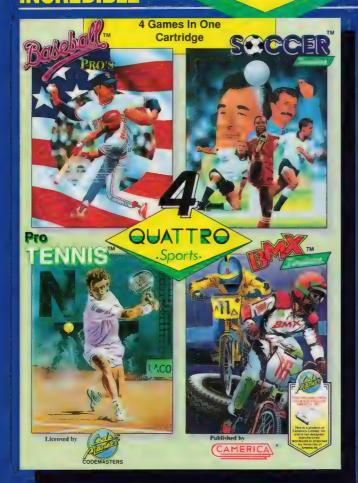


EGM spy photos show NES games being played from floppy discs through an IBM computer!

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can choose from sixteen teams, use player stats, throw fast balls, slow balls, even curves. Let's play ball!

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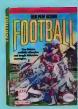
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SimCity Super N.E.S. \$53.99



ELECTRICIAL CUILCOK

Kemco / Super Famicom PHALANX

One of the newest shooters to reach the Super Famicom is entitled Phalanx. Special features include the many uses of the Super Famicom's Mode 7 capabilities. The enemy fighters scale in and out of the multi-colored backgrounds, while a destroyed ship will rotate in all directions after being obliterated! Many weapon possibilities are here as well! Before the initial game begins, you may choose from a wide assortment of power ups to use in your conguest to save the Earth! Phalanx may reach American shores by the middle of the year!



Watch for flying space stations that get in your way!



Day or night, the enemy keeps on coming!













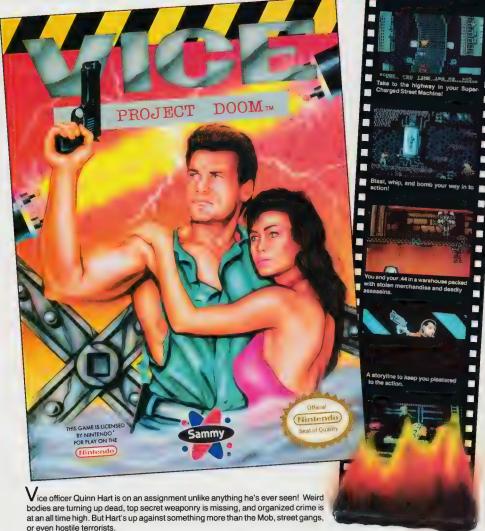






The second generation of Super Famicom shooters will make extensive use of the Mode 7 capabilities. Check out the detailed backgrounds and huge bosses!

SHOOT TO THR



A new force has risen and Hart finds himself plunged into a conspiracy of terror!



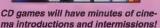
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Telenet / Mega Drive CD-ROM **COSMIC STORIES**

Cosmic Fighter is a shooter of epic proportions! While not only containing beautifully drawn and animated cinema displays, this game is also one of the more intense shooters available! You have been supplied with most advanced fighter in the solar system and it is your job to vaporize an entire armada of alien attackers. A phenomenal game for the Mega CD-ROM.









Bandai / Super Famicom DRAGON BALL

Dragon Ball is a new fighting game for owners of the Super Famicom. Choose from two different heroes: a green mutant. or a heroic human! Battle huge creatures across the land as you journey to defeat the ultimate evil! Pull up the statistic screen and check your health and weapons. Dragon Ball is now available in Japan and could reach America later this year!

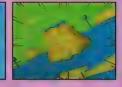


Cinema displays help to unravel the story.



Choose from these two characters!





Atlus / Super Famicom **METAL JACK**

In the future, there is only one true protector of peace. Metal Jack! Armed with a variety of weapons, Metal Jack must rid the once peaceful land of the invading evil! The bosses you encounter at the end of each level are difficult to defeat. It will take all of your skill as a crime fighter to wipe out evil, and restore peace and prosperity to your city! Available soon from Atlus!









IT'S ULTIMATE BASKETBALL!

Trash all those other basketball cartridges! ULTIMATE BASKETBALL™ captures all the thrills and intensity of a real full-court basketball game. You are in command; leading the court, making the plays, and scoring the points.
Want close ups? Go for the slam or a 3-pointer and let the

you away!
When your men start
to drag, you can substitute
some fresh blood.
It's all jam packed into
one NES cartridge,
pro-basketball

at your fingertips!

full-screen animation blow



Zoom into the action



Be a part of the action-not just a spectator



See your shots-up close and personal



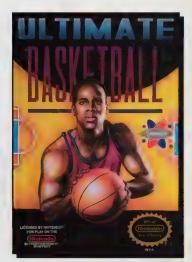
You control full court movement



Pick your starting line-up



Team up with a friend against the computer





American Sammy Corporation

2421 205th St., Suite D-104, Torrance, CA 90501 PHONE: (213) 320-7167 • GAME TIPS: (213) 320-7362 ULTIMATE BASKETBALL™ is a trademark of American Sammy Corporation. Nintendo and Nintendo Entertainment System® are registered trademarks of Nintendo of America, Inc. Owners of the Super Famicom will soon have another fighting game to add to their collection! Rushing Beat takes on the likeness of Street Fighter 2, but has the scrolling adventure scenes like Final Fight! The on-screen characters are huge and animate very smoothly. Lots of moves are available, and the enemies are tough! This one ought to give Street Fighter 2 some strong competition. It is scheduled to be available in mid 1992 in Japan!

Jaleco / Super Famicom RUSHING BEAT





Check out these fighting moves! Only SF 2 has more punches and kicks!



STG is another vertical scrolling, overhead view addition to the growing ranks of Super Famicom shooters. As done in the Gradius series, from the opening screen, you choose which weapons you would like to purchase. After that, head out to some serious battles for humanity. Fly you r souped-up fighter through the scenarios and blast away all who oppose you! Team up with a buddy for some great 2 player cooperative action! Available in May for the Super Famicom!

Athena / Super Famicom S.T.G.









The popular arcade game, Mercs, was translated for the Genesis. Now, there is a version in the works for the Master System. Unfortunately, it is being done in Europe and probably won't make it over here. All the action and intensity has remained true to the arcade original with little compromise in the scaling down to the 8 bitter. Blow away your captors, powerup your weapons to enormous proportions, and defeat the marauding enemy army. Mercs will be available in July for Master System owners.

Sega / Sega Master System MERCS









ERNIE BANK ROBERTO CLEMENTE TY COBB LUKE APPLING

EGEN

CEHRI BOR CLESON DIZ

LEFTY COMEZ

IOHIMY MIZE

IOE MORGAN

RIGHARD

the Baseball Championship Game

RUTH

WILLIESTARGELL

JOE TORKE

LOU CEHRIC

TOHNNY MILE

ERODKS ROBINSON

EDD ROUSEFT BASE RECEL

CRIS SPEAKER WILLERSTARCH

HONUSAWAGNER

STEVE CARLTON

MICKEYCOCHIKA

BASEBALL'S GREATEST HEROES PLAN AGAIN.

RCBERTO CLEMEN

Baseball's, pruiest allessars come a life in begents of the Diamond. You are the manager. You select which legendar greats will play on your ream, and then you call the shots bring in a relief pitcher or a pinch hitter, call for a double steal, hit is home run, dive for a species onto content, site one of the common every play.

inspiration, there have been countless legends of the diamond that rose to the task and made baseball the gress game it was and still is today. Now with Bandai's Legends of

Diamond has the largest memory chip ever used in an NES ouseball gaine. Legends of the Diamond uses this advanced chip to greatly enhance game play and graphics for the me-realistic baseball action in Nintenda Justory.

tal is a registered trademark of Mandal of America, Inc. Legende in the Standard mark of Bandal of America, Inc. 01801 Mandal America, Inc.

Licensed by Mintendo in play on the

intertainment system





Sega / Mega Drive TURBO OUTRUN

Yes racing fans, Turbo Outrun is now available for the Mega Drivel In this exact arcade translation, you must race across the country in a Ferrari Testarossa and attempt to place first! But watch out for the cops, they rarely like high speed racers and are waiting for you. For some added speed, hit your turbo to launch you to maximum speed. Turbo Outrun is available now in Japan and will arrive in the





Capcom / Super Famicom FINAL FIGHT GUY

U.S. later this year.

Welcome fighting fans to another edition of Final Fight! This time, Guy has joined the party, but Cody decided to take a little breather! In Final Fight - 'Guy, the levels that were left out of the original are now in this outrageous Super Famicom cart. It isn't scheduled to come to the U.S.









Cody's OK but due to the outcry of thousands of players, Capcom of Japan will bring out a limited production, special edition of Final Fight.



Play the part of the infamous ruler, Nobunaga, in Nobunaga's Ambition for the Mega Drive. This version returns you to 16th century Japan to fulfill the great emperor's dream - to stop the bloody conflict between the warring states of his country. Now that it is 16-bit, everything has been enhanced. A great RPG for the Mega Drive!

Koei / Mega Drive NOBUNAGA'S AMBITION





Yet another Nintendo licensee starts making Sega carts!



Sixteen-bit quality shows up in the detailed action scenes of this classic simulation!



Eleansed by Nintendo to play on Super Nintendo Entertainment System. Bandai is a registered trademark of Bandai of America

Nintendo and Super Nintendo Entertainment System

ULTRRIAN

1:36

- Detailed 16-bit graphic
- Realistic sound effects
- Dymanic action
- Monstrous creatures



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Gigantic and treacherous aliens are invading Earth. They are destroying our cities and leaving chaos around the planet. There is only one hero powerful enough to eradicate these creatures...ULTRAMAN!! Part human, part super being, he's got what it takes to eliminate the evil aliens once and for all. Ultraman uses his special weapons along with martial arts, wrestling, and street brawling skills to fight off each attacking monster.







This new shooter for the PC Engine CD-ROM is fantastic from beginning to end. The graphics are top notch and the music is superb! Hop in your advanced space fighter and blow the advancing alien race back in their own solar system. Choose from an assortment of weapons to help out. Serious intense action and cool music compliment this disc!



Telenet / PC Engine CD-ROM² **PSYCHIC STORM**









Take on this hideous thing at the end of Stage 1



GPX is a new racing game from the folks at Takara. You are a race driver in the future piloting a futuristic race car. There are many different tracks to choose from, as well as different drivers. GPX will arrive in mid May!

Takara / Super Famicom **GPX**





In this epic role-playing adventure, you play the part of a lone warrior sent by his King to rid the neighboring kingdoms of their evil ruler. This RPG features superb detail in the graphics, and an excellent soundtrack to add to the overall feeling of the game. Similar in concept to Dungeon Master with it's first person perspective view of a never ending maze of dungeons! This new adventure will reach the American public later in 1992!

Hal / Super Famicom CARD MASTER





. Ver view of the control of the con

Bignet



MICRONET 1991



The 'Heavy Dolls' are the toughest troop in Earth's Anned Forces. Guide your robot through the training camp of these elite fighthing cyborgs.

There is only one objective—
to gain the "Heavy Nova" title which is only given
to the deadliest warnior in the universe.
Can you defeat all challengers to become the

Available December 1991

SEGA

Amazingly Exciting

Can you become the leavy Nova

CIRCLE ON READ VICE

Lord of the Rising Sun is a new CD-ROM RPG that players will be wishing for. Not only does this game have a huge quest to solve, but each mission has several lengthy intermission to boot. These give a feeling for what lies ahead! Your objective is to take over and rule all provinces of Japan. This is not an easy task, but it is your mission! A musical score that sounds like true oriental music really adds to this fantastic RPG. Watch for a near simultaneous release here in the States by NEC for our TurboGrafx CD-ROM

system.

Victor Musical Ind. / PC Engine CD-ROM LORD OF THE RISING SUN









Since this is a CD game the music is rich and there are numerous soundtracks throughout the quest. The voices will be done by actors and should sound real!







Similar in play to Devil's Crush, this new pinball game for the Super Famicom is a feast for the eyes! The board actually comes alive to wreak havoc on your playing ball. But this is more than a pinball game. You must actually fight bosses to go to the next round. Intense action and a rockin' soundtrack compliment this fantastic game!

Yutaka / Super Famicom SUPER PINBALL









The GameBoy could certainly stick around for awhile with great action games like this. Become a commando and wipe out an alien task force before they control the Earth. Many intense weapons are available to use. The bosses are tough, but you must take them out if want to succeed. It still is not determined whether or not this game will make it to the shores, but it would make a great addition to anyone's GameBoy

Jaleco / GameBoy MERCENARY BATTLEFIELD



Take on this boss at the end of Stage 1









library!

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SUPER FAMICOM





Axelay (SFC)

Alisia Dragoon (M/D)



Lunar Silver Star (MD-CD)

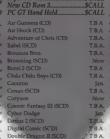
Prince of Persia (MD-CD)

M U.S.H.A. (MD-CD)

Mutant Hunter

Ninja Warriors

Now



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Valis Fantasm Soldier (M/D)





Rolling Thunder II Run Ark (Growl) Shining Force (12M) Sim-Earth (MD-CD) Sol-Feace (MD-CD) Sorcerer Kingdom (8M) Super Fantasy Zone (8M Super League '92 (MD-C Super Monoco GP II (8) Syd of Valus Task Force Harner EX (8 Jecmo World Cup Socce Undead Line





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Now	Shadow of the Beast (SCD)
T B.A.	Silent Mobius (SCD)
T B.A	Sorcerian (CD)
Now	Space Fantasy Zone (CD)
T.B.A	Spriggan II (SCD)
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Strider (SG)

Terror Forming

Nınja Gaiden

Now Space Harrier

Pro Baseball '92

Now Super Monoco GP '92

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Street Fighter 2 (SFC)





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Forgotten Worlds (SCD) xybots

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Now	Football Frenzy	1st Qtr	10
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it costs

LIGHTNIN



ActRaiser! Awesome arcade style graphics backed by monster symphony sound. So you think you've seen all the action? We'll see, hotshot. Finish our U.S. 16-bit blockbuster before 1992. We've drawn a line in the dirt, dare ya to cross it!



Licensed by Ninte



A STRUCTS ICE

DRAGON VARRIOR III

or Just Rule lie



Dragon Warrior III. We make the challenge. You make the choice. Caution. Only the most skilled will be able to resist asking for parental assistance. If you think RPG means Radical Playin' Game, this one's for you.

the fee play on the



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REXT WAVE

NEW SOFT NEWS

It's show time! By the time you read this the Winter Consumer Electronics Show will be history. Over the past few months we have given you a preview of some of the great softs we were able to uncover. Of course there will be many more surprises as a lot of companies keep their best offerings under wraps till the show but that's no problem as our staff will be there in force with our cameras to shoot everything in sight for the March issue!

Just in, Sega has slipped a couple of new carts into their winter line up including a new baseball sequel and a new action game called Kid Chameleon. Konami gave EGM a peek at Turtles 4 for the Super NES and they have a new game in the works that will be based on the new Batman movie. They have it for the S-NES, NES and Game-Boy. Sega has it locked up for the Genesis. Accolade is moving into the S-NES arena with a second Turrican game and a conversion of the popular computer game Test Drive 2. For the Genesis they snatched up Double Dragon and Super Off Road! Absolute has been burning the midnight oil with Super Battletank and Tennis will be out for the Super NES, Also on Absolute's calender are Race America and Battletank 2 for the 8-Bit machines. Computer player Spectrum Holobyte is set to enter the 16-Bit wars with Star Trek: The Next Generation for S-NES. Watch for pictures of these and many more surprises in the next issue of EGM!

HEAR HASHFIRALL

Basketball games have typically not been too exciting, but Hal America has the perfect solution; NCAA Basketball! Not only does this have intense basketball action, but it fully utilizes the scaling and rotation found in the Super NES!

For example, when the players run around, the court rotates with you for a really dizzying effect. Also, when the ball is passed, the court scales to keep up with the ball! Hopefully NCAA Basketball will make it out this Spring!

















Real World Adventure.





PC Version

- •640K •EGA Color
- *Ad-Lib Sound Board Support
 *Mouse Support



NES Version

- •5 Meg Cartridge
- •128K RAM •Battery Back-Up
- Enhanced Microchip For Better Graphics And Game Play



High seas adventure and intrigue will guide you through this newest role-playing game from Koei. As a young Portuguese captain in 16th century Europe, you must rescue damsels in distress, accumulate massive amounts of wealth, and restore your family honor. As your sailing skill increases, others seek you out for more important and dangerous missions. Explore UNCHARTED WATERS, you'll discover a motley crew of thugs, villains and scallywags in some of the world's most exotic ports. Your greatest adventure will be to rescue the King's beautiful daughter. Scceed, and his Royal Highness will reward you handsomely!

The battlefield becomes your passport to adventure and world domination as you assume the role of Napoleon Bonaparte. With the French revolution over, you must first gain control of France and than use your new power to conquer all of Europe. You must rule with fairness and diplomacy if you are to continue to build the empire you desire. As you become Master of those around you, men fall to their demise by your command and citizens flock to your side as you charge into battle. For, to play L'EMPEREUR, it is not enough to win a battle, you must also win the war!





PC Version

•640K
•EGA Color
•Ad-Lib Sound Board Support
•Mouse Support



NES Version
•3 Meg Cartridge

•128K RAM •Battery Back-Up

•Enhanced Microchip For Better Graphics And Game Play



WE SUPPLY THE PAST, YOU MAKE THE HISTORY



Romance Of The Three Kingdoms



Romance Of The Three Kingdoms II



Nobunaga's Ambition



Nebunaga's Ambition II



Genghis Khan



Bondit Kings Of Ancient China









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SPANKY'S QUEST

Spanky's Quest is a new adventure game for the Super NES. Spanky must travel through many stages collecting keys to travel further into the journey! Along the way, Spanky can destroy enemies by using his bubble attack that has five stages of power. There is a total of 5 different stages for Spanky to conquer, with many smaller levels in between! Spanky's Quest may look like a kiddie game, but it will challenge even the most demanding players! Spanky's Quest is more fun than a barrel of monkeys!



Meet Spanky's first boss, a killer Apple!



You must exit through these doors.





help Spanky!



After collecting enough keys, you exit to the next level!

















DUNGEON MASTER

One of the most popular games in Japan is going to be brought over to the States by JVC. In Dungeon Master you must make your way through endless hallways, packed with some of the most hideous monsters ever conceived. The game is set in a first-person 'through your eyes' perspective and the mazes of dungeon corridors are huge! In concept, DM is similar to many of the other dungeon type games but by being an 8 meg S-NES super cart it has superb graphics and smooth enemy animation.



The inventory screen shows all items that vou have in your possession!



Beyond these doors lies your first boss, If you didn't find the key earlier, you won't get in!



There are many traps awaiting you, like pitfalls and disappearing stairs!















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NOTWH SAVE SPERRET

Nolan Ryan Baseball is making a hit wherever it goes! While it may look like a standard fare baseball game, it definitely is not! You may watch a series of cinema displays before the game, and while the graphics throughout the game look cartoony, it's game play is top notch!











You are treated to cinema displays before the game!









Konami / Nintendo

There is an evil wizard, Mordack, that vaporized your castle for no apparent reason. You, King Graham, must find Mordack and retrieve your castle and family. For help you have Cedric, a wise owl, to give assistance, as well as Crispin, a wizard who can help you in tough situations. Kings Quest V will keep you busy for quite a while, and a battery back up will definitely help. Look for it to come out this Spring.



The evil wizard, Mordack, vaporized your castle!











Don't bother the bear, or else....



CAPTAIN AMERICA Data East / Nintendo

Everyone's favorite comic book hero is now a video game. Captain America is here and he is better than ever! You control Captain America on a mission to stop The Mandarin and his reign of terror. With many offensive weapons to use, such as your shield and your punches you bravely take on the enemy. A very nice feature is the ability to have a two-player simultaneous battle with a friend! Captain America should make it to the stores this Spring







A nice feature is the two player simultaneous mode!



The containers hold many items!





The map charts your progress



ATOMIC RUNNER Data East / Genesis

Data East has created Atomic Runner for the Genesis. You play a cyborg that constantly runs! Your only protection is your blaster and your powerful jumping ability. Take on huge bosses at the end of each stage and continue you journey until you have defeated the ultimate boss! Look familiar, it was Chelnov in the arcades!



You receive power ups from these spiders!



You can fire in eight directions while jumping!

STAGE 1







Don't get touched by an enemy, or you'll get stunned!



You have the option of flipping over an enemy!

One of your power ups is this strong boomerang weapon!

STAGE 1 MINI-BOSS



STAGE 1 BOSS







EGM EXCLUSIVE!

SUPER MONACO GP II Sega / Genesis







The view is exactly the same as the original, but the graphics have been enhanced!



Your pit crew modifies and repairs your race car!

Highly detailed digitized graphics fill the screen throughout the game









Beast Wrestler.

WHEN THESE MONSTERS CLASH THE EARTH TREMBLES

Scientists of the future have developed the ultimate in sports combatants - the Beast Wrestlers. Control your choice of man-made giants in matches that pit fang vs. claw and armor vs. fur! Train your behemoth in combat tactics and supply it with the latest in wrestling weaponry before taking on the veteran monsters.

It's a no-holds-barred battle quest as you strive to defeat fellow mutations in the wildest event ever held in an arena! Crush all contenders on your way to the International title of Supreme Beast Wrestler!

- Pick from a variety of weird and powerful Super Beasts.
- Dethrone the domestic champion to go after World-Ranked players.
- ***** 1 or 2-Player blockbusting action!
- * 8 Meg Power!

CIRCLE #113 ON READER SERVICE CARD.



GENESIS

ALISIA DRAGOON Sega / Genesis

Alisia Dragoon is Sega's newest action game available for the Genesis! You play the part of Alisia and you must destroy the evil beings infesting your land. Shoot lasers from your hands to wipe them out! Featuring some of the best graphics and animation yet, this 8 meg wonder is on it's way from Sega!



























WARRIOR OF ROME II

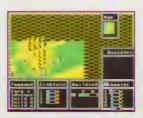
Continuing in the great tradition of Warrior of Rome, this second part is even better with spectacular 3-D graphics and more detailed battle scenes! You are Julius Caesar and you must protect your land from the invading armies. Use all of your resources as a commander to stop them while helping your lands to prosper! A long and involved military simulation for the Genesis!







The entire overview of Caesar's lands. You must maintain control at all costs!



You build new fortresses and command centers from this screen!



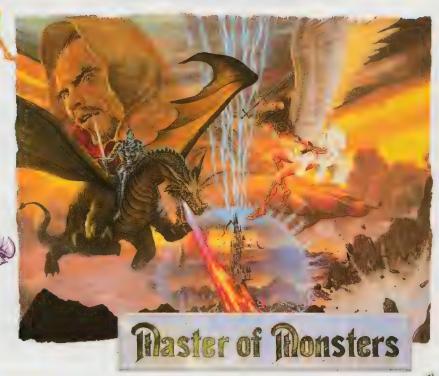
Julius Caesar



Warrior

THE ULTIMATE STRATEGY SIMULATION GAME IS YOURS TO EXPERIENCE!



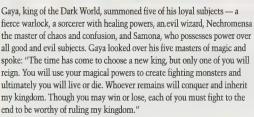












After Gaya spoke, he pointed to a door behind the five masters of magic.
"On the other side of the door, I have created a world of the Master of
Monsters," roared King Gaya. "Go and fight to your victory!"



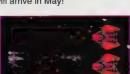
987 UNIVERSITY AVE., SUITE 10 LOS GATOS, CA 95030





SOL-FEACERenovation / Genesis

The great shooter, Sol-feace, for the Mega CD-ROM is now being converted to a cartridge! All of the great action is here, but the great sounding CD music had to go. Many power ups are available and the levels will challenge any shooter fan! Sol-feace will arrive in May!









The action is as intense as any Genesis shooter to date! The bosses are huge, merciless and well animated Find their weak point and you will be victorious!







MINI BOSS

STAGE 1 BOSS!





NIGHT CREATURES NEC / TurboGrafx-16

What do you do when a bat slashes your neck, you become a night creature! However, since you are still half human, all the monsters are trying to kill you. Pick up an axe to chop your opponents, or simply run away from them! Night Creatures is a terrific action game for the TurboGrafx!



Use the hatchet to chop the enemies!





A vampire bat swoops down and slashes your neck, causing you to become a night creature!





The disastrous results when you lose your life in your quest!





Pick up the stars to replenish your health!



This werewolf is a deadly foe!

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ADVERTISEMENT SUPPLEMENT



The ultimate question for any megagamer... "what is the most advanced home system on the market?" I would like to settle this once and for all! Take a look at the facts...

Everyone seems to be talking about the new 32-bit processors and the 64-bit system. The 32-bit processor is not exactly new and the 64-bit system is yet to be seen. It has been said many times that to release a true blue 32-bit processor to a NTSC standard television (regular television) would be a waste of time and a waste of money. They would literally have to include a special monitor

with all 32-bit and 64-bit systems (ie. FM-Towns 32-bit system with VGA monitor). To show all of you who doubt SNK HOME ENTER-TAINMENT, INC. and NEO*GEO, the single 32-bit processor would cost more than the NEO*GEO system. A processor can process information all day long but without the proper chips to assist it, it is not going to look any better than an 8-bit or 16-bit processor. The costs of making the system, the support chips, the design and cost of the circuit boards, plus a special monitor, is higher than the nations trade deficit!

CD-ROM is the "wave of the future."
Although this technology may be something to get excited about, it has yet to be perfected for video game use. The access time or lag time is the downfall of the CD games.

Nintendo and Sega are both currently in the process of developing CD-ROM for the their 16-bit systems. Nintendo will have two different CD-ROM systems and they won't even be compatible with one another. The Sega CD-ROM is planned for release sometime in the future. Even with the new 16-bit processor, the hardware design hampers the CD-

NEO • GEO HEREARE THE FACTS

STATS	NEO•GEO	GENESIS	Super NES	Megadrive CD-ROM	32-bit
Processor	68000+z80a	68000	65816 Custom	MC68000	Possible
Processor					
Speed	12.5 mHz	7.6 mHz	3.58 mHz	12.5 mHz	32-bit
Sound					
Channels	15	10	8	18 (10 + 8)	Computer
Colors					
Displayed	4096	64	256	64	Systems
Colors					
Available	65,536	512	32,768	512	
Maximum					
Sprites	380	80	128	80	
Sprite					
Size	16 x 512	32 x 64	64 x 64	Unlimited	
Retail					
Price	\$649	\$149	\$199	\$149+\$500=\$649	\$5 per k

ROM. Sega enthusiasts boast the CD memory capabilities. WOW! INCREDIBLE! BIG DEAL?! It takes them close to a year to program a 4megabit game. How long will it take them to program anything with memory that even resembles that of the NEO•GEO? Keep in mind that CD is capable of vast storage capacity and both Sega and Nintendo will only be utilizing approximately 20% of its full memory capability. It still doesn't compare to the NEO•GEO's 4,096 simultaneously displayed colors, 380 Sprites, and full-screen multi-layers. Anyone who knows CD-ROM knows that any access time (time it takes

while loading) is like an eternity of waiting compared with NEO*GEO's zero access time. Unlike Sega and Nintendo, we don't make you buy add-ons to get quality games. They have come to the edge of their limit and to try and compete with NEO*GEO would mean buying yet another add-onl

65,536 colors, 4,096 simultaneously displayed at one time, 15 stereo sound tracks, 380 sprites and multilayer screens that fill the entire screen. All this, instantaneous memory access, omni-directional scrolling and rotation, enlarging shrinking,

fade and scaling! This entire 330 MEG package of power comes in one complete set and you will never have to buy add-ons or a monitor to compete with the other guys. For the record, "what is the most advanced video game system in the world?" NEO*GEO, a professional arcade system with the same hardware found in our No. 1 selling Multi-Video System is the only answer for any megagamer. A friend of mine once said, "NEO*GEO is bigger, badder, better," and I say, NEO*GEO is the



HE GAME LORD

To put it in words... to write it down... that is walking on hallowed ground, but it is my duty. I am the Game Lord and one of my specialities is to say things that cause havoc, debates, and arguments. In the last episode of TGLS, I made a statement about our memory capability and it has gotten blown way out of proportion! Michael Baldeon informed me that people on Worldnet and Prodigy were debating that issue. and I can honestly say that half of them didn't believe the Immortal Game Lord. It's really quite shocking, but it doesn't matter because NEO•GEO obviously has the best graphics and sound of all systems. Crossed Swords (50 MEGs) is visually one of the strongest games around.

Any computer artist or programmer can tell you we don't cut any corner when it comes down to it.



One question that many people ask me, "Will NEO•GEO come out with a Handheld?" SNK will not release a portable system like NEO+GEO Advanced Home Entertainment System. You see, when a video game company starts making handhelds. that means they have to split up the work force. Instead of having the whole Research and Development staff working just on their home system and developing more games for it, some of the programmers have to develop handheld software. When our competitors release an 8-bit system, 16-bit system, CD-ROM, and a handheld, and have to write software for each system, it could get ugly. This is not the style of NEO•GEO, therefore, we will not release a handheld. Our 12 third party companies and SNK's 300 programmers strong Research and Development staff will never worry about handhelds and can concentrate on the only professional video game system on Earth.

How many times do you hear Nintendo or Sega claiming arcade quality graphics? What happens when you buy their game and the graphics (the sound is even worse) are not even close to arcade games? Aren't you tired of it all? Finally, one system with everything you want from a video game system... the NEO*GEO is here. The only true professional arcade hardware and software. Sounds like it could be an advertisement, don't you think?

People think that Chad and I downplay the Sega and Nintendo, but don't get us wrong, we like Sega and Nintendo. See for yourselves, though, because when you want the best game system in the world, Quality is what you expect... and get from SNK, Home Entertainment, Inc.

CROSSED SWORDS



MAGICIAN LORD



FATAL FURY





THE MULTI-LINK FEATURE

One thing that the Handhelds have that most home video game systems lack is what we call the Multi-link feature. A feature first seen on computers and in arcades. The Multi-link is the ability to connect two or more complete NEO•GEO systems together. Both systems run parallel and each player is playing interactively in the game. NEO•GEO Multi-link cartridges have a port where the Multi-link cable is plugged into and instead of making you buy a special cable from SNK, you can use a

RIDING HERO



42 MEGs



NO MATTER HOW YOU ADD IT UP.



TWICE THE FUN!

standard phono-jack to phonojack connection cable for the Multi-link cable.

Multi-link will add new dimensions to gaming and bring a whole new meaning to the words, "2-player simultaneous game play." In the arcades, games like Cyberball 2072, Final Lap, Cadash, Steel Talons, and Chicago's battletech center have incorporated the Multi-link feature into their games. Cyberball 2072 shows how we can make a football game (vertical scrolling) that hides plays, always gives us a good perspective (I hate playing defense going down the screen), and is the best four player football game ever. The other games show that simulator racing, helicopter, Mechwarrior, and jet plane games can only be played (more than 1 player simultaneous) with a Multi-link action. Our Riding Hero (42 MEGs) is a great example of this. Although League Bowling's (26 MEGs) Multi-link is purely used for 4-player simultaneous play, at least everyone knows that we have that capability.

The NEO-GEO Advanced Home Entertainment System has 330 MEG capability, 380 sprites (16x512), and the processor speed of 12.5 megahertz. This means that because of our huge memory capacity, we will have Multi-link games with play fields as large as life. You can also be sure that because of our processor speed and number of sprites, our 4-player simultaneous games won't flicker and slow down as much as the other guys. All in all, with the power of the NEO•GEO and Multi-link capability, the future can only look bright for the only true professional video game system. NEO•GEO is the Real Deal.

LEAGUE BOWLING



26 MEGs



AMES



Scan the course in any direction, then drive the hall to your specifications

using one of more man 4 processional



More challenging than the real lanes with two lanes bowling at the one time -ntoomy dis hotoog she test your one



You'll need sharper reflexes than a samurai warrior to survive relentless attacks from friend and foe

NEO.GE



Treacherous mountain curves and ocean straight-aways dare you to bet your money on either the GrandPrix, Role: Playing or Multi-Link modes.



Punch, kick, and stab your way through terrorists who have taken over a high rise and threaten to destroy your city, Real in-your-face action:



2 PLAYER SIMUL

You're a flying ace on a secret mission. The skies and are filled with enemies. Keep your finger on the trigger because the action gets pretty fierce.



Real voice announcers and umpires make calls for 20 teams in the best baseball game you'll ever experience.



The super computer controlling thousands of berserk androids has taken over the futuristic space colony. Your mission: To



Experience the incredible realism of battte-scarred vets returning to Vietnam to accomplish a bloody mission.



The bloody war continues in the year 2525. Protect Earth from alien invasion in this vertical space shooter.



Wrestling action like you've never seen before. It's a battle of the baddest sci-fi monsters ever. Destroy cities while you destroy each other



Two modern samural warriors join forces to stop the evil warlord who's trying to take over the world. Use special powers as you encounter evil forces from the past, present, and future.



He runs as fast as lightning. The eighth super robot, Super 8-Man, is here to save the world.



Conquer beasts of evil in vicious battles to find the 8 sealed books of wisdom, all While changing your identity.



Futuristic robotic baseball. Choose from over 15 teams to play against a friend or in tournaments. State of the art graphics, with instant replays, close-ups, and real voice commentation.



Robotic action. 2-player simultaneous, The évil Dr. J. creates an army of robots. The Government send out a special task force known as Robo Army to destroy the evil enemies.



Only you can guide Blue through these unusual towns, by jumping and gathering more power to make it to the next level.



Enter the streets of a crime-ridden city, as street gangs, martial artists, and your own friends keep you slugging for dear



See-thru 1st person sword fighting game. Super powered knight warriors battle their way through Medieval times





FOOTBALL FRENZY

Football action like you've never seen before! Zoom in on blitz plays. Choose from over 10 different teams to play one-on-one or in tournaments. 2-player simultaneous.



SOCCER BRAWL

Futuristic robotic soccer game. Choose from over 10 different teams, with the ability to play one-on-one or in tournaments. 2-player simultaneous.



THRASH RALLY

Put the pedal to the metal and burn rubber in 8 different cars, trucks, and motorcycles in this overhead perspective racing bonanza. Multi-Link capability.



LAST RESORT

Horizontal shooter. Aliens invade the world and you are called in on a mission to destroy them. You control the space fighters through treacherous war zones to protect the world. 2-player simultaneous.



FATAL FURY

Competition fighting with the ability to fight each other or 1-player against the computer. Travel to different cities to fight the best street martial artists in an attempt to make it to Geese to fight THE BEST OF THE BEST. 2-player simultaneous.



MUTATION NATION

Action punch 'n kick game. A mad scientist carries out deadly experiment with genetic chemicals. The 2 heroes set out to destroy ghastly "mutated" enemies. 2-player simultaneous.

Real Arcade Games from NEO•GEO

MORE TO

ARCADES, SNK IS KING OF THE MONSTERS!

BASEBALL STARS PROFESSIONAL II

This is baseball at its finest. All the features of our original version and more. Play in leagues and tournaments.

KING OF THE MONSTERS II

New Sci-fi monsters, new fighting arenas and killer voice sound. This will be the definite summer blockbuster game!

ART OF FIGHTING

You'll never play a fighting game like this. This will be the number one action fighting game of all time! 2-player simultaneous.

TOP SELLERS

- Magician Lord
 Baseball Stars Professional
- 3. NAM-1975
- 3. NAM-1975 4. Sengoku
- 5. Blue's Journey
- 6. Ghost Pilots
- 7. King of the Monsters
- 8. Crossed Swords 9. 2020 Baseball
- 10. Ninja Combat

best video software*

MODEL/MANUFACTURER RATING DIST.

1. STREET FIGHTER II [H] (Capcom) (8)	9.53	90%
2. WRESTLEFEST [H] (Technos) (2)	8.93	63%
3. SUPER BASEBALL 2020 [S] (SNK) (2)	8.37	29%
4. EIGHTMAN [S] (SNK) (1)	8.20	5%
5. KARATE BLAZERS [H] (McO'River) (1)	8.17	6%
6. CLUTCH HITTER [H] (Sega) (6)	7.85	37%
7. VENDETTA [H] (Konami) (2)	7.68	21%
8. CROSSED SWORDS [S] (SNK) (3)	7.64	37%
9. BURNING FIGHT [S] (SNK) (5)	7.53	38%
10. SENGOKU [S] (SNK) (8)	7.51	58%
11. HIGH IMPACT [H] (Williams) (9)	7.49	56%
12. BLUE'S JOURNEY [S] (SNK) (5)	7.33	11%
13. FINAL FIGHT [H] (Capcom) (21)	7.18	88%
14. KING OF THE MONSTERS [S] (SNK) (7)	7.08	50%
15. GUN FORCE [H] (Irem) (6)	7.00	22%
16. RAIDEN [V] (Fabtek) (15)	6.98	46%
17. OFFROAD TRAKPAK [R] (Leland) (18)	6.91	43%
18. MVP [H] (Sega) (14)	6.71	27%
19. NINJA COMBAT [S] (SNK) (13)	6.49	47%
20. VIOLENCE FIGHT [H] (Taito) (17)	6.48	20%

[H] horizontal [V] vertical

[S] system

[R] retrofit

* November 1991 Replay Magazine

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All other poduct names are trademarks or registered trademarks of their respective holder.

CROSSED SWORDS

One thousand years ago, the evil of the man Nausizz devastated the land of Belcana, but fell into a deep, dark, sleep. During his timely slumber, the mage Katasis built a powerful kngdom by uniting several countries in the near vicinity.

Suddently, a huge castle rose in the Krugia Mountain after only one night. Nausizz had awakened, and his appetite for evil was large. The valiant knights of Angster had no special skills with which to battle against the magical evil of Nausizz and his enthralls.

Eventually, two brave knights, Edmond and Richard stepped forward and set out to destroy Nausizz once and for all. These two heroes have special magic and attacks that match their pure intentions and good will. When Nausizz kidnaps the fair princess Clore, their hearts are filled with a rage that cannot be denied. Help them banish the evil in Belcana!



In the first area, you learn of the treacherous wrong-doings of the Nausizz armies.



Journey to the Tower of Matius to thwart the demons flocking there. Your task becomes much harder now, but the rewards are great!



Traveling in the forest, it is best to bring a friend! Dab Gobrins are around every turn.



Many of your enemies reappear in stronger, faster, more intelligent versions. You will need to use all of your skills to survive.



Buy new weaponry from Raoster. The elusive Scarecrow sword holds a mystery.



Each new weapon has a better magical power and more attack strength. Some magics are defensive, while other are offense.



PUTTER RAT

This is the weakest enemy you'll face in the battlefield.



PUTTER RAT II

Putter Rat II is far more powerful than it's cousin.



DAB GOBRIN

Dab Gobrins infest Belkana with their foul intentions.



DAB GOBRIN II

Dab Gobrin II is a faster version of evil and chaos.



GREEN KNIGHT The Green Knight is

strong, but slow enough to spar with.



RED KNIGHT

The Red Knight is faster than his evil areen cousin.



GREEN FLYER

He is a winged version of the Green Knight, and little faster.



RED FLYER

This flying knight is as strong as he is fast. Magic helps here.



DRAGON WORM

Use your Berserker Rage against this fiery demon.



RED WORM

The Red Worm has even worse breath than its brother.



DEMON GOAT

The Demon Goat cannot be hurt while he spins.



DRAGON FLY

The sting of the Dragon Fly is deadly. Block low.















RIEIME



A+B

The second special attack is certainly the most devestating! In certain cases, you can wipe out the entire life bar of your opponent! When you press A and B simultaneously, you will use your fierce training as a knight and slice your opponent to ribbons in a flurry of slash-attacks. This wears you out a little, but it can prove invaluable in battle.



The last special attack is a powerful burst of purity that comes straight from your soul. This flash of goodness weakens evil creatures, and in some cases, destroys them entirely. This special attack can be vital in close one-on-one encounters with the enemy. It will not damage far away enemies, but it will knock back even the strongest foe.

UP+A+B

The first special attack consists of mystical charging of your life force, which is then transferred into your weapon and released toward your opponent. Since this attack shoots at enemies in the background as well as in the foreground, it can provide a powerful ace in the hole against certain area bosses. This uses life points. unfortunately.



In any sport or competitive event, being the best is the highest honor to achieve. But, the road to being the best can be "Fatal." Jeff Bogard was the reputed best in street fighting and was a threat to evil men like Geese Howard. To control Southtown, Geese kills Jeff and no one was left to oppose him. Ten vears later, Jeff's sons, Terry and Andy Bogard set out to avenge their father's death. Howard's control has grown so big that the only way to get to Geese is to compete in the King of Fighters Tournament.

Choose between three characters on your way to Geese. Joe Higashi uses Taiboxing martial arts and is fast with his kick. Terry Bogard trained on the streets and developed his own street fighting style. Andy Bogard, younger brother of Terry, uses karate and has the easiest special attacks. Each character has more than 4 special moves each included with the standard kicking and punching attacks. Play against a friend or play 2 against the computer and fight each other.

Fatal Fury: King of Fighters is one-on-one competition fighting at its best. Superb graphics, fluid animation, and a NEO-GEO quality soundtrack make this the greatest home game ever! This game will definitely be talked about for years, and because of the two player competition, I don't think your friends will ever let you put this in the closet. Only games of this magnitude get dubbed, "The Game Lord's Pick of the Month!"





Pao Pao Cafe Take on Richard Myer, whose fast feet will keep you on your toes.



Sound Beach Michael Max is ready and waiting with his deadly Tornado Punch!



Howard Arena Tung Fu Rue is not all he appears to be. Prepare for quite a surprise!



West Subway Duck King has a ball attack that can send you flying! He is easy to throw.

The Happy Park



Hwa Jai is a Tai boxer with an awesome Rocket Kick. Hit him high.



Amusement Park Raiden is as big as a tank! If he gets close, you won't last a second.



South Town Village Billy Kane carrys a mean stick, and he knows how to use it! Low kicks work.



Geese Howard Here's your chance! Geese is waiting. Time to unleash vour Fatal Furv!



Bonus Rounds Test your finger speed and stamina with a quick game of arm wrestling!

TERRY BOGARD

Terry Bogard, oldest son of champion street fighter Jeff Bogard, took to the streets after his father's murder. There.



LIGHTNING FIST

J K C A



SCREWDRIVER

J A

The Screwdriver works wonders on a stunned opponent. It is powerful, but has little reach.

NAPALM PUNCH

 $V \rightarrow A$

This punch lines the ground with fire to toast your foe.

FLASH KICK

V K ← K B



The Flash Kick does incredible damage to anyone foolish enough to jump into it.

ANDY BOGARD

Andy Bogart was very young at the time of his father's death, but he began to study the martial arts immedi-

ately,

fueled by revenge. He met up with a small Japanese martial artist who defeated him in competition. He learned that size is not important and began training with his new instructor.

ACROBAT KICK

∠ / B

Andy's
Acrobat
Kick is easy
to execute and
does tons of damage.

ELBOW SMASH

L M A



The Elbow
Smash works well
against many
enemies who bat
you away.

FORCE WAVE

The Force Wave will cre-

WINDMILL PUNCH

ate an energy ball.

 $A \times \leftarrow \not \subset A$

Like Terry's Flash
Kick, the Windmill Punch is
powerful, but
has a small range.

JOE HIGASHI

Joe Higashi knows the brothers' pain, and as their best friend, he is determined to put an end to the mad-

ness once and for all.
He has trained his mind and spirit feverishly for the upcoming war, and nothing will stand in his way. He fights for the honor of avenging Jeff Bogard's needless mur-

ROCKET KICK ↓ → → B



The Rocket

Kick is a
devestating
blow to your
opponents.

DRAGON PUNCH

A rapidly

This is a multiple punch combo that destroys enemies who like to block punches.

CYCLONE PUNCH

↓ ↘ → ↗ A

The Cyclone

Punch packs a wallop! Only use it on slow enemies.

FLAME KICK

∠ ≯ B

The Flame works just like Terry's Light-ning Fist, but does more damage to the enemies.

C'CEISISIOIRILEISI



The original NEO•GEO BIGGER, BADDER, BETTER T-shirt, NEO•GEO on back. Very Cool! \$14.95



MEO•GEO Official Seal Full Color T-shirt. SNK Logo on front.



Official Doggie Seal Pins. Pin them on your hat, belt, or give them to your friends!

5.95 ea. (minimum 10 per order)



Double reinforced padded bag holds Gold System & 3 games \$ 49.00



Water resistant nylon bad water resistant nylon bag. Water resistant NEO GEO, Great for Your NEO, 3ym, or or trips to beach, 3ym, or or trips to say, 00 the courts. \$39,00



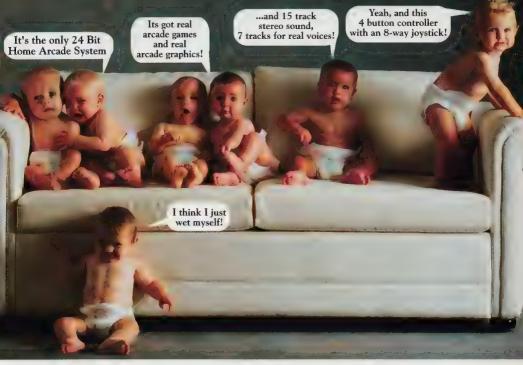


Save 19 to 27 Games to this Lithium Battery Memory Card. \$29.00 ea.

POSTERS

l color posters le for framing for your living room, or entertainment center. \$14.95 ea.

Home Entertainment, Inc. Call 1-800-800-NEO-GEO Ext. 500



Video Games Aren't Kidstuff Anymore!

If you think today's home video games are designed for the just recently potty-trained pubescent, get off the couch and discover the DAT of home video entertainment. NEO•GEO.

This ain't Pong or Pac Man. NEO•GEO's highly sophisticated electronics bring the technical superiority of 24-bit, <u>real arcade</u> graphics right into your home!

State-of-the-art, 4-dimensional characters come screaming right in your face, enhanced by more than 65,000 dazzling colors.

The trademark of NEO GEO is registered by SNK Corporation.

15 tracks of stereo sound (including 7 dedicated to real voice speech!) will rock you to the bone!

You can become a cunning super spy. A bad ass bazooka-wielding madman. A major league home-run hitting hero. Or just about anything imaginable!

It's time to quit whining and grow up. Add

NEO•GEO to your arsenal of home entertainment toys and play with the big boys.

For more information or the name of your nearest NEO•GEO dealer call: 1-800-800-NEO•GEO

Home Entertainment, Inc



The Super Spy



Baseball Stars Professional



Sengoku





Top Players Golf

WHERE CAN I BUY NEO-GEO?

NEO-GEO IS AVAILABLE NATIONWIDE AT:

BABBAGES
ELECTRONICS BOUTIQUE
SOFTWARE ETC.
COMP USA

in California:

MACY'S BULLOCK'S 20/20 VIDEO

In New York:

MACY'S SAVEMART NOBODY BEATS THE WIZ TOYS-R-US (Manhattan) VIDEO GAME ALLIANCE



Or Call SNK HOME ENTERTAINMENT, INC, TO ORDER ANYWHERE! 1-800-800-NEO-GEO





WORLD CIRCUIT SERIES Konami / GameBoy

Hop in your F-1 racer and take on the best racers in the world in World Circuit Series by Konami. Choose new parts to improve your racer and set out to win! Watch out for the opponents as they will do anything to win!



Great overhead view and good handling!











TINY TOONS Konami / GameBov

The popular cartoon series, Tiny Toons, now have their own GameBoy game. Babs wants to learn how to be an actress, so Buster, Hamton, Plucky, and Dizzy must help her fulfill her dreams!





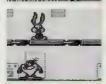












TOP GUN Konami / GameBoy

Take to the skies in an F-14 Tomcat in Top Gun for the GameBoy. Blow the enemy planes out of the air with your heat seeking missiles and machine guns. Top Gun will be available in April for your GameBoy.









MISSILE COMMAND Accolade / GameBoy

The Earth is under attack from an alien race and it's up to you and your missile bases to stop them! Target your cross hairs on the missiles and fire away! Old arcade hits don't fade away they come back as GameBoy carts!

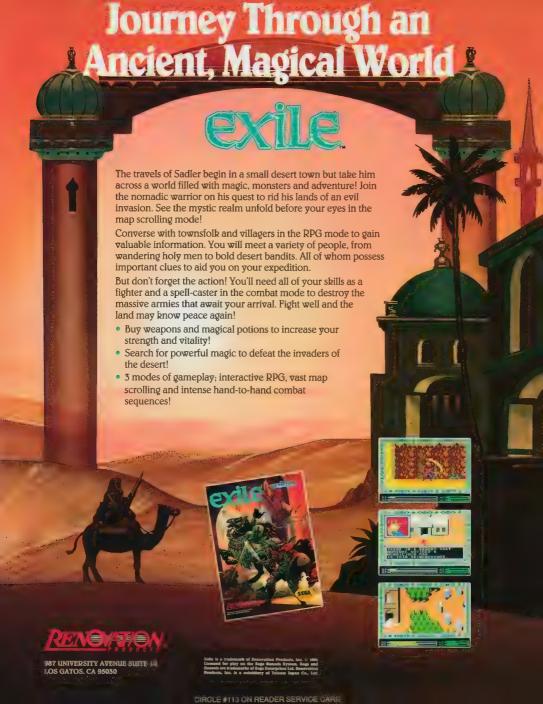












Nintendo GAME BOY Nintendo GAME BOYTM You'll Love These Smash Hits! Two of Irem's most popular **IREM AMERICA CORP®** arcade hits are now available for Game Boy. With Irem America Corporation the same eye-popping visual punch and exciting 8335 154th Avenue N.E. action you've come FAX: (206) 883-8038 to expect from Irem ©1990 frem America Corp. The and @ are trademarks of frem. Nintendo, Nintendo



SUPER-CHARGED FOR 16-BIT!

IT'S SO IN CREDIBLY GOOD IT'S SCARY!

our hands on the st thing in the verse to 3-D action be peall-grabbing graphics, brilliant colors phenomenal sound. Super 6 to has it all that controls whole new

whole new i realistic play. I will is all that stands yeen hero Project or wrought by the

evil Bydo Empire. With 16-Bit graphics and sound.

ok Type, coming to your planet soon





CUPER NINTENDO

IREM AMERICA CORP

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CIRCLE #158 ON READER SERVICE CARE

TRICKS OF THE TRACE

TOP SECRET VIDEO GAME TRICKS, CODES AND STRATECIES

CASTLEVANIA 4

(Konami/Super NES)

LEVEL 4

Secret Passcodes - These are best for reaching all of the levels and for the final boss, Dracula! Be sure you do NOT enter any name on the password screen. The symbols go in the boxes in

LEVEL 3

the following order.

Whip your way through all of the levels in this intense game!

2ND QUEST LEVEL 1

LEVEL 2

LEVEL 8

LEVEL 9

LEVEL A

LEVEL 5

LEVEL 6

LEVEL 6

LEVEL 6

LAST LEVEL

LEMMINGS

(Sunsoft/Super NES)

Awesome Passwords - Here are quite a few codes to keep you busy with this addicting game! Go to the password

option and put in these codes so you can advance to higher levels. More to come next issue!

	FUN	TRICKY
LEVEL 1.	HCNUPDR	KORIHCI
LEVEL 2.	AOBYEKU	IHCAHOG
LEVEL 3.	TERUKAY	UKORADE
LEVEL 4.	HADONUR	MUKASSI
LEVEL 5.	USIAZNO	AYSUUYN
LEVEL 6.	SINEMAT	URIAGNU
LEVEL 7.	URERUZU	KOABENA
LEVEL 8.	KAHUKAK	HINEUON
LEVEL 9.	IEKOZIO	EUKUTAD
LEVEL10.	SOUKANO	UUYSSIE

TAXING	MAYHEM
URIHOAN	IHSOWUY
AKIKNEG	PNATTEP
NAHCNAG	ANIIARA
ONAKASO	TTATAAG
OISNEDN	IJUKARA
ASURUSN	KATUOSI
NISUKAY	NIHSETI
INIAKES	USAGAKA
NUFOGET	NOHOYIA
IURAARA	TUMENES



Fun with whole Flintstone family

Plenty of prehistoric pals and funny foes

Surprising new triends in the tuture

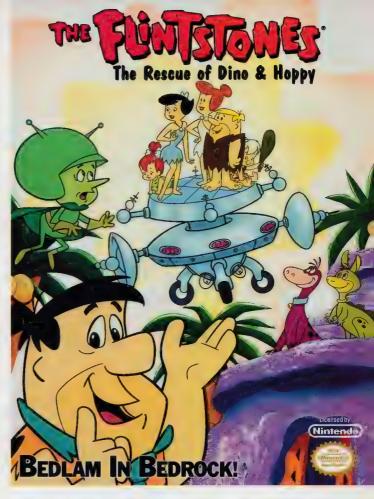












Turn your watch back a few million in prehistoric pandemonium. A visitor from the future has taken Dino and Hoppy, Fred and Barney's pets, for his prehistoric zoo. You have to help Fred get them back and restore happiness to Bedrock.

You must journey through Bedrockie collecting pieces to build a time machine. Watch out though, primitive foes will cause many woes! Bikeman, Frankenstone, King Snake, and Saber Tiger are just a few of the unfriendly obstacles you and Fred will have to outsmart and outwit. Take advice from

your friends in Bedrock too! They can provide helpful hints and key clues.

Well, you'd better get moving. You still have to figure out how you're gonna use Fred's one-on-one basketball skills, build that darn time machine, rescue your beloved pets. and much.

much more! Wow! You're gonna be awfully busy. Nintendo ENTERTRINMENT SYSTEM

Don't worry though; this comical adventure and Fred's encouraging "YABBA DABBA DOO!" ™ will leave you in stone-age stitches.

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VIKING CHILD

(Atari/Lvnx)

Level Codes - If you are having a difficult time with the levels in this adventure, these codes will allow you to begin deeper into the game. Choose the option that says, "Enter Code" and put in the

password that corresponds to the level where you would like to begin.

> Dan Gilardoni San Jose, CA

Level 7 Level 3 Level 5

PATRICIA

RYGAR

(Atari/Lvnx)

Floating Shield Trick - At any point in the game, throw the shield, and while it is moving, press Option 1 and Pause at the same time to restart the game. When you start the next game, the shield will float in midair and stay in front of you. After you fire the shield again, it will return to normal. Although this cannot be used as a method of attack, it is a cool glitch to see.

> **Aaron Epstien** Rochester, NY



BATMAN: RETURN OF THE JOKER

REDDWARF

(Sunsoft/Nintendo)

Level Codes - Are you having trouble getting past the Joker's minions? Here are all of the level



OMEGAMAN

Level 1-2 MDRR



Level 4-2 **KHCN**



Level 2-1 **NMLL**



Level 5-1 **QGVN**

codes to make things quite a bit easier. Just choose the password option and enter these codes.



Level 2-2 **NWKL**



Level 5-2 **WBZT**



Level 3-1 **LGZQ**



FFHG

Dale R. Beebe Regina, Canada



Level 3-2 **GPTW**



Level 6-2 CKQG



Level 4-1 **GNXF**



Level 7-1 **GPZT**

ATTENTION!

NINTENDO FOOTBALL GAME PLAYERS

WITHOUT THIS LOGO,
YOU CAN'T HAVE REAL TEAMS.

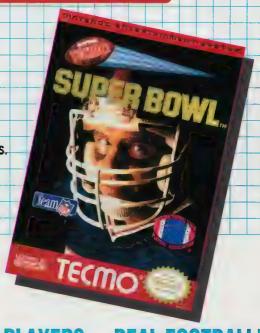


WITHOUT THIS LOGO,
YOU CAN'T HAVE REAL PLAYERS.



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REAL TEAMS....REAL PLAYERS....REAL FOOTBALL!

TECMO SUPER BOWL HAS 28 NFL TEAMS AND OVER 800 REAL PLAYERS

Available Now!

PLEASE RUSH ME THE SPECIAL ADVANCE SPECIFICATIONS ON TECMO SUPER BOWL AND A LIST OF STORES WHERE I CAN GET TECMO SUPER BOWL.

NAME:			
ADDRESS:			
CITY	STATE	ZIP	
AGE			

Send To: TECMO INC.

Dept. TSB-E 18005 S. Adria Maru Lane

Carson, CA 90746

JOHN MADDEN '92

(Electronic Arts/Genesis)

Final Game Code - Here is a code to get you past the season and playoff games and go right to the final game. With this code

you will play as Chicago against Buffalo. Put in this code on the password screen when you continue the playoffs.

> Phillip Kondos Chicago, IL

B3FM8FB5





SUPER E.D.F.

(Jaleco/Super NES)

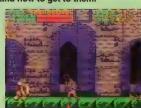
Weird Scrolling Title - Plug in the second controller. Before you turn on your Super NES, hold the second control pad in the UP position and hold START at the same time. You will see the title scroll in a different manner than normal.



CASTLEVANIA 4

(Konami/Super NES)

taken to a section that has a massive amount of power-ups. The pictures below show the sections and how to get to them.



LEVEL 6-2



Break this block in the floor and climb down the stairs.

Get powered up in these secret rooms of fortune!



LEVEL 9-2



As you step on the block, you will be taken to this screen.

Hidden Rooms - There are three hidden rooms within the fourth Castlevania adventure. Once you get to these rooms, you will be



LEVEL 3-1



Whip these sets of blocks and you will be able to enter here.



TECMO BOWL

Based on the famous arcade and NES games. Now you can take the super action of Tecmo Bowl with you, anywhere!

Whether you're playing against the computer, or

a friend with the "Game Link™" cable, Tecmo Bowl gives you the same award winning football action as the NES version.

FEATURES:

- 1 or 2 Players
- 12 Pro teams
- Run plays/Pass plays
- Coach mode (You call the plays)
- Password continuation
- Real team players 11 Week season
- Cinema screens
- Password compatible with the Nes Tecmo Bowl

FEATURES:

- Single player action
- Superior graphics
- Special power-ups Hidden ninja life force
- Mew ninja skills
- Machallenging new "Bosses"

NINJA GAIDEN SHADOW

Now for your Game Boyl Fight with the all new Ninja Gaiden "Shadow" through his awesome new adventure, in the future.

Collect the secret ninja power-ups to gain energy and ninja life force. Use the new ninja "Ninchaku" Rope and the "Art of the Fire Wheel" to defeat your enemies. Use your proven ninja skills, and techniques to fight your way through the many challenging new levels and "Bosses".



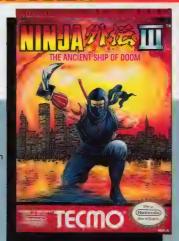


NIRLIA GAIDEN III

*Thrilling new cinema screens

Follow the story Ryu's epic adventure through TECMO's movie-like cinema screen animation. As you complete each level, a new part of the story unfolds.

*Exciting new power and weapons Over the years Ninja Ryu's fighting skills have improved to include fantastic new powers and weapons.





*Action packed Ninja adventure

Can you get Ryu through his most challenging last adventure, as he battles the hideous ancient forces of darkness to save mankind?

FEATURES:

- Game continue mode
- 5 Special weapons
- 6 Power-ups
- New cinema screens
- 8 New "Bosses"
- New action techniques

■ THE ULTIMATE NINJA CHALLENGE ■



TECMO INC.: 18005 S. ADRIA MARU LANE, CARSON, CA 90746 = TEL: (213) 329-5880 = FAX: (213) 329-6134 Nintendo and Nintendo Entertainment System, are resistered trademarks of Nintendo of America Inc. CIRCLE #123 ON READER SERVICE CARD.

SUPER MARIO BROS.

(Nintendo/NES)

Game Genie Codes - Here are some great codes that will bring new life to your old Super Mario Brothers game. You must have a Game Genie unit to make these codes work. Enter the following

TELLEY - Mario falls up. PGAETT - Shadow Mario . GGAEXP - Striped board.

Here are some strange levels!

PGAOKK, SGAOKK, SAGOOK, TAKOKK, AGIOPK



passcodes and get ready to try some crazy levels! Practice with different letter combinations as you may stumble onto a new code!





Send it in and get a free game!

Revnard Moore Duluth, MN





SUPER MARIO BROS.

(Nintendo/NES)

Game Genie Code - Here is another code specifically for Game Genie owners. Enter the password: POEISA, Now. when Mario runs into enemies, he will be powered-up and get 1000 pts. per enemy hit! Brett Logsdon

Eureka, IL



HINJA GAIDEN

(Nintendo/NES)

Game Genie Password - Start off with 13 men in this classic game. You must have a Game Genie for this trick to work. Enter the code:

IAUVLIZE

Now, you have a good head start on the enemy!

Reynard Moore Duluth, MN



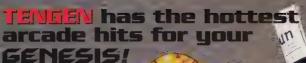
SUPER MARIO BROS. 3

(Nintendo/NES)

Game Genie Code - Have vou ever seen floating goombas? Well, this code, specifically for the Game Genie, makes your enemies appear at least one inch off of the ground. Just enter six I's on the screen.

Password: IIIII







This game really delivers! It's the most fun you can have on a bike!





BENESIS

Buy your TENGEN games at Toys "R" Us, Kav-Bee Toys, Target. Babbage's, Electronics Boutique, Software Etc. and other fine retailers. Or call 1-800-2-TENGEN to order.

GENESIS







PIT-FIGHTER

Digitized graphics of live action for the meanest. nastiest, handto-hand combat!







CIRCLE #142 ON READER SERVICE CARD.

CASTLEVANIA 4

(Konami/Super NES)

Invisible Staircase - On the level right before Dracula, there is a staircase leading into his domain. There is also a massive drop from the platform into the depths of the unknown. Luckily, things are not what they seem. If you take a large jump off the edge of the platform (shown in the pictures), you will find yourself on an invisible

ledge that will lead down some stairs going to the left. Go as far as you can to the left and power-ups will fall in large quantities. Collect 99 hearts, a triple boomerang and the best whip. Be careful of falling off the edge when going back, and get ready to face Dracula!

Richard A. Piwowar Villa Park, IL







SUPER E.D.F.

(Jaleco/Super NES)

Invincibility Code - Now there is a way to become invulnerable to enemy fire in this hot shooter. At any point during game play, put the game on pause by pressing START. Now press these buttons in this order: A, B, X, Y, L, R, UP, DOWN, LEFT and RIGHT. Now, when you begin playing again, your ship will be invincible.



Enter the code and the game will start again.

Note: You will have to put this code in each time you start a new level.



This time you will be immune to all enemy firepower!

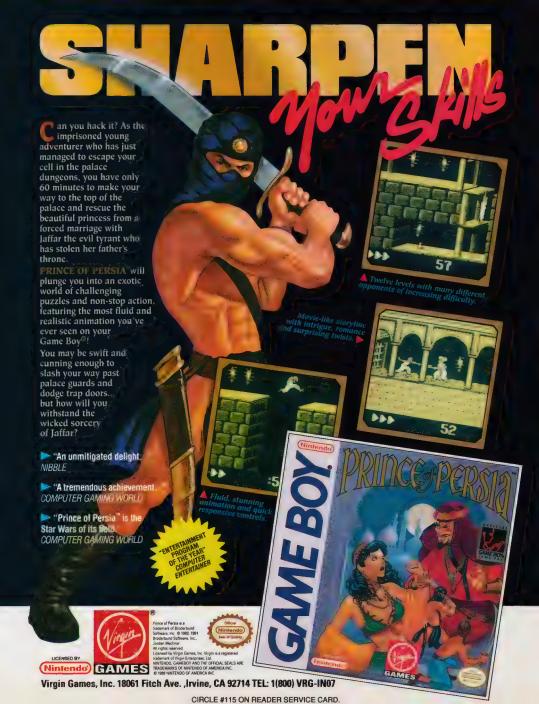


Pause the game at any point.

WIN A FREE GAME FROM EGM!!

We want you to play like a winner, and we are ready to pay! Give us your tips and clues, your secret continues, level selects, power-ups, passwords and codes! If we print your tip, we will give you credit in these pages as well as a free game of our choice (you can pick the system')! Get the best tips anywhere and get a great game as well from the magazine that is first with the best secrets on all the game systems - EGMI Mail tips to: Tricks of the Trade, Sendal Publications, 1920 Highland Ave., Suite 222, Lombard, IL 60148.

Gendal Publications, Inc., is not responsible for the authorisation of almitter or identical lips, and is not obligated to several the game carts to those people who submit information that has almostly been printed, was previously located by the staff of the magazine or any affiliated publication or model source. In the case of the Section (aparels is up to us. "The allowable game eyelence are: NETS, Game (Section Conf.) inchronization, commodiate are staffs (3) which the probability aligned by the confirmation of the case of the section of games is up to us. "The allowable game eyelence are: NETS, Game (Section Conf.) inchronization, commodiate are staffs (3) which the probability aligned by the confirmation of the case of the section of games is up to us. "The allowable game eyelence are: NETS, Game (Section Conf.) inchronization, commodiate are staffs (3) which is probability aligned by the confirmation of the section of games is up to us. "The allowable game eyelence are: NETS, Game (Section Confirmation Confirm



OVERVIEW

GAME GEAR

COLOR PORTABLE VIDEO GAME SY

BATTER UP

Batter Up has proven itself to be a worthy baseball game. Pick your team and field, then play ball!





BERLIN WALL Kaneko

In Berlin Wall, you must dig holes to capture your enemies. Similar in play to Lode Runner.





CHESSMASTER Sega

Now you can play chess anytime with Chessmaster for your Game Gear. A great game for thinkers!





CLUTCH HITTER Sega

Clutch Hitter is another great baseball game for the Game Gear. Lots of action and great graphics!





DEVILISH Sage's Creation

Similar to Breakout. Bash through the different layers of walls before time runs out!





HALLEY WARS Sega

Blast through the galaxy to defeat the forces of evil. A great vertical shooter for the Game Gear.





JOE MONTANA FOOTBALL Sega

Take Joe on the go with your Game Gear. Pick your play and head onto the field for some great football action with Joe Montana!





JUNCTION Bignet

In this brain teaser, you must move the pieces of the puzzle around to create a safe pathway for your sphere to travel on.





LEADERBOARD GOLF Sega

LeaderBoard Golf has a new home in the Game Gear. Choose from a wide array of clubs and courses to play on in this latest golf game for the Game Gear!





SHINOBI Sega

Play the part of Shinobi and rid your town of evil forces. Travel through four areas to defeat the rulers of the land!





NINJA GAIDEN Sega

Take your trusty Dragon Sword and rid the land of evil ninjas. Great action that's faithful to the original.





PACMAN Mamco

Pacman is once again on the go. Your yellow dot gobbler has all the great cation of the arcade.





POPILS Tengen

The beautiful princess has been kidnapped by the sorcerer Popils. Rescue her by punches blocks!





SONIC THE HEDGEHOG Sega

Sonic's back for more fun on the GG. All the same levels are here, as well as a few new ones!





SPACE HARRIER Sega

As a Space Harrier, you must rid evil in a 3-D fast paced world. Exciting graphics and game play!





GAME GEAR CLASSICS

With all of these new releases appearing in the stores, let's not forget some of the original titles that made the Game Gear so popular. We like to call these carts, Game Gear Classics. These softs are available in the stores now, so check 'em out and see why they're so great!

Castle of Illusion - Sega Columns - Sega Dragon Crystal - Sega G-Loc - Sega Psychic World - Sega

Putt and Putter - Sega

Revenge of Drancon - Sega Slider - Sega Solitaire Poker - Sega Super Monaco GP - Sega Woody Pop - Sega

JOE MONTANA IS THE ONLY QB



Counted Loc Mastana Football*





sumer Monuco GP



Shinobi





Slider

GOOD ENOUGH FOR OUR LINE.

Loe Montana quarterbacked his San Francisco team Jto 4 Super Bowl titles, Now, Joe Montana Football leads the Game Gear line of super video games. Game Gear's newest addition lets you call plays,

> scramble, pass and score just like Joe Montana, pro football's "Athlete of The

TV Tunes



Decade". But Joe Montana Football is just one of many stars in an all-star line-up. Game Gear has lots of super games with many more on the way. Games that test

Simulated television picture, your intelligence, staming, and reflexes.

That take you to fantastic worlds where sorcery and magic rule. Games of skill and chance. Popular arcade hits and some you've never seen before. 60 captivating titles available during 1992. And Game Gear's color screen is sharp, bright and portable. So you can play anywhere, anytime. Game Gear, Joe Montana, and a full line of super titles. It's a sure winner. At home, and on the road.

World Class Leaderboard Golf



G-Loc

Ninia Gaiden*



Space Harrier**







America: fire, increme Circilis of Mission spiriting Mickey Mouse O'The Walt Disney Company and World Class Loaderbaard OAccess Software, Inc., All cights reserved. @1291 SEGA of America. Inc.

PREVIEWS

GAME GEAR

PREVIEWS

AERIAL ASSAULT

Sega

In this shooter, you must set out to stop the wave of attackers threatening to destroy the world!









AX BATTLER Sega

Ax Battler is an action and role playing adventure in one! Sure looks a lot like Golden Axe in the action scenes!









CHASE HQ Tuito

Race your police car through traffic to nab the bad guys by blowing up their car. Great arcade adaptation.









CRYSTAL WARRIORS

Sega

Crystal Warriors is a new RPG for the Game Gear. Gather up your party, equip them and head out!









FANTASY ZONE

Sega

Retrieve your galaxy's fortune that was stolen from the Menon Empire. Buy new weapons with accumulated money.









WIE ALIA TILIBETERE BILLINGERS COMMUNICATION

NAME THREE TEAMS THAT APPEAR IN ANY OF THE FOUR LEAGUES IN THE GAME AND WIN BIG WITH ELECTRONIC GAMING MONTHLY AND HUDSON SOFT

You will receive 2 tickets to the NBA basketball game nearest you. Plus, a basketball autographed by Bill Laimbeer. Plus, a Super Nintendo Bill Laimbeer game cartridge.

Three people will receive a basketball autographed by Bill Laimbeer. Plus, a Super Nintendo Bill Laimbeer game cartridge.

Six lucky winners will receive a Super Nintendo Bill Laimbeer game cartridge.

NO PURCHASE NECESSARY

Call the Hudson Soft Hotline to get the names of the teams!

To enter the contest, just do the following:

1) Name three teams that appear in any of the four leagues from the Bill Laimbeer game for the Super Nintendo Entertainment System or call the Hudson Soft Hotline to get the team names.

2) Write them down on a postcard.

Send us your answers along with your name, address, and age to: Hudson Soft Bill Laimbeer Contest c/o Electronic Gaming Monthly

> 1920 Highland Avenue, Suite 222 Lombard, Illinois, 60148





Content Rales-All entries small be movived between December 11, 1991 and Federary 11, 1992. Edit of the large size of lateful for the or misightest and all one only per para. No practises necessary to enter Prittees are not insensentable. Ringblive or incomplete entries are insulphible. Employees of develop Highlingh Couple, to col, Notices Sed be, and their iffliations are insulphible to enter. Histories Sed and Sendel reserves the right information may be used by histories of any time with appropriate orders. Histories reases and pris information may be used by histories Sed, inc., and Sendel Arbeitning Group, to the John Couple Couple, to the contract the proceedings and appropriate organic development of any time with appropriate orders. Histories improve any organization of any time with programmed and organization and participation or any time and programmed and appropriate orders. Histories purposes and time of whether compressed couples of the development of any time and a cash application temp for substitution. Transportation is an extension that grant a cash application to any time and active proposability of the south.

PALDING

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PALDIN

Official Game Ball

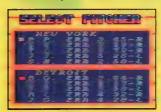
Official Game Bal

Official Game Ball

Official Game Ball

BATTER UP!

The bases are loaded and it is the top of the ninth. You are down by three runs, and a grand slam here would win the game and get you in the World Series. All of the pressure is on you. If you hit this ball out of the park, you can be the hero of the whole town (and maybe star in a few commercials), but if you mess it up, you may find yourself traded to a new team. Do not let the pressure get to you! Another good thing, since you will be playing this game on the Game Gear, you will be able to take



all of this great action anywhere!

In this game, you can be any team you want from the 26 professional baseball teams in existence. Once you have picked your team, you play the role of the manager. Therefore, you can pick who your starting pitcher will be, and, if he starts to lose his edge as the game progresses, you can go to the bullpen for a relief pitcher.

When you are pitching, you can



put in pinch hitters for your weak batters, especially when it is the last inning and your pitcher is at bat. Learn how to make the appropriate substitutions, and you will be unbeatable.

Unlike most baseball games, you do not have to play a full 9 inning regulation game every time you play. In Clutch Hitter you have the option of playing either a five, seven or nine inning game. This will be helpful because you can finish a game even during short trips.

The game play is similar to most other baseball games, but there are a few new twists. When you pitch



the ball, you pitch away from you (into the screen), but when you hit the ball, the ball comes towards you (out of the screen) like RBI Baseball. When pitching, you can choose from four different pitches. You can throw a fastball, slowball or a curveball to either the right or the left. Make sure not to curve the ball too much, as you may hit the batter and give him a free trip to first.

Keep the pitches low and leave the other team swinging!!!



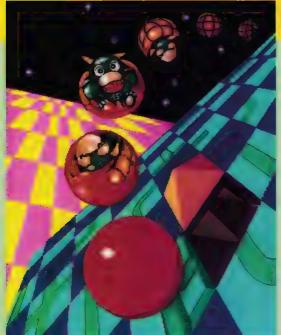
If you hit the batter, you will get to watch him limp around a bit, but vou will also give him a free stroll to first!



It is not a great sight but if you don't play your best, you might be the manager of the team who goes crying into the locker room when the game is over, and you have lost!

L	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 🖷	SEGA	GAME GEAR	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
II II	2 MEG	N/A	SPORTS	100%

Fun to watch, and even more fun to play. Junction is an action game masterpiece!





SIMPLE TO LEARN IMPOSSIBLE TO

JUNCTION AVAILABLE EARLY











Licensed by KONAMI

FACT	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GAME GEAR	EASY	JANUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	7	ACTION	100%

y Demo Cape

TRY TO FIND THE LUCKY DIMES!

The unspeakable has happened! Magica Dispell has taken Uncle Scrooge's four lucky dimes and Donald's Nephews! Now you must try to get them alll







HUEY'S JAIL

THE BURNING LANDS



Hammers are very strong, but have a very short range of attack!

THE HAMMER!





watch out for the animals. Search through the trees for the hidden 1-ups!





LOUIE'S STOCKADE

MAGICA'S CASTLE





You have reached the palace! You will find new enemies but watch out for the ghosts!

THE ARCTIC WASTES







Now, you will be blown by winds, be attacked by snow men, and even slip and slide on the ice blocks! must quide **Donald** through swamps and under water to fight a giant lion.



Along the way, you will find Magica's friends who would love to have a nice duck dinner! Grab the gems and look for his nephews!





DEWEY'S PRISON

THE BROILING DESERT







Quicksand and flying harpoons are your main problems. Be sure to find the hidden 1-ups!



Even though the disk is weak. vou can now attack upwards.

THE DISK!



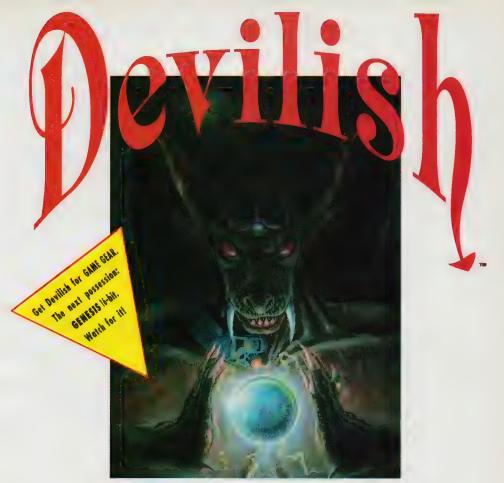
ers and hot

will slow

lava

you

down!









Breaking Up Is Hard To Do.

Especially when you're playing this game. If you think you've seen this one before, you're right. And wrong. You see, our game is much, much, more complicated, with monstrous enemies, high-tech UFO's, and walls and walls of blockades. So we gave you two paddles, offensive and defensive, just to even up the odds. But don't get us wrong. You'll like this game. You'll just have a devilish of a time getting through it alive.







COLOR POSTABLE VIDEO GAME SYSTEM



If you're tired of buying batteries to power your Game Gear, why not try the portable battery pack. It has built in recharging capabilities and attaches to the rear of your Game Gear.

Para Baldinah, Kobered Per



With this exciting new peripheral, you can now play all of the existing Master System carts! This is one of the most asked for Game Gear accessory and now it's available from Sega!



This lightweight case has two separate pockets. One is padded for the Game Gear, and the other holds 8 to 10 of your favorite cartridges!

DELUXE CARRYING CASE



This deluxe case holds your Game Gear, 10 carts, batteries, manuals, and even has a shoulder strap to ease carrying! It is made of durable nylon and has a zippered pocket!



Why not save your batteries for when you are on the go? With an AC adapter for the Game Gear, you can play all your favorite titles without using batteries. Just plug it in to a wall and start playing!

GEAR-TO-CEAR CARLE



With more and more multi-player games making their debut, the only way to access this great capability is with a Gear-to-Gear cable! You and a friend can go head-to-head for some serious gaming action!



If you are going on a long road trip, this cigarette lighter adapter will become a must have item. When plugged into a lighter outlet, you will have endless hours of video garning to keep you busy!



To see even more detail in the Game Gear's screen, check out the Wide Gear. This unit attaches to the bottom of the Game Gear and really brings out the action of your carts!



Opt for the TV Tuner for your Game Gear, and you can watch your favorite shows on the Game Gear's high resolution color screen. This unit is available now!

Hit the Links at Lunch GAME GEAR UP FOR 18 HOLES



Super Golf for Game Gear. A full color golf simulation with the slice of life. Spin it, draw it, hook it, fade it, cut it, give it a little left to right, punch and run, or crack a slice O.B. This game plays real. With Game Gear's new Super Golf you have full control over your style of play. Pick your club, set the tee, and make your shot. Its all up to you! Super Golf will test your skill, and keep you coming back.

For Single Players to
Foursomes, kids and
adults, and for amateurs
and pros. Tee up to the challange, get
Super Golf for Game Gear today!



Look for Devilish for Game Gear AVAILABLE NOW!



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CIRCLE #112 ON READER SERVICE CARD.

WIN A SEGA GAME GEAR!

ENTER AND WIN BIG WITH SEGA" AND

ELECTRONIC GAMING MONTHLY

GRAND PRIZE!

GAME GEAR Color Portable Video Game System (includes COLUMNS Game Cartridge), SONIC THE HEDGEHOG Game Cartridge, GAME GEAR T.V. Tuner, and an Official NFL Football personally signed by Joe Montana.

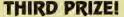


FIRST PRIZE!

GAME GEAR Color Portable Video Game System (includes COLUMNS Game Cartridge), SONIC THE HEDGEHOG Game Cartridge, and an Official NFL Football personally signed by Joe Montana.



GAME GEAR Color Portable Video Game System (includes COLUMNS Game Cartridge) and an Official NFL Football personally signed by Joe Montana.



Official NFL Football personally signed by Joe Montana, a Joe Montana T-Shirt, and 1992 Video Game Buyer's Guide.



FOURTH PRIZE!

An Official NFL Football personally signed by Joe Montana.

50 FIFTH PRIZES! A Joe Montana T-shirt and a 1992 Video Game Buyer's Guide.



To enter the contest, just do the following:

 Think of a wild, wacky, crazy or totally cool Game Gear Accessory or Game Gear Game that you think Sega should come out with.

 Write it on a <u>POSTCARD</u> along with your name, address, age and phone number to:

> Joe Montana Game Gear Contest c/o Electronic Gaming Monthly 1920 Highland Avenue, Suite 222 Lombard, Illinois, 60148



Corrisate Blaise: All entries must be received between February 10, 1982 and April 10, 1982; Edils of the Judges an not illusive for other misefunction related mail: One entity per person. No purchase necessary to entity. Persons are not entained by the comprehens strips as invelligible, the Persons are not entaigents, legispile or comprehens strips as invelligible, their entity of the person of the perso



BUMP AND GRIND!

CHASE H.Q.



Welcome to the force kind I'm sure you're aware for the CHASE task force a bron sisk unit. We handle all of the high-speed car chase operations. Crime is at an all-tion high and a sound to be sound ke us of the sound is equipped with specially armored and supercharged models. These puppies

can liar out the Speen's tree to the speen's tree to the speen's tree to the work got a few lief work out to ke the work got a few lief work out to ke the work got a standard to the speed to the speed

oks are just gonna pull right hink again! You'll actually as see right off the road. You go careful of civilians too, otherwise his captain will fly off m. it, note. He is de-

GAME GEAR

a habit of chewin up reckless 100 98 in yourself. You've gotta be bold 22 your brain. Bad decisions will ke up a dented tin out that since game of the since

- Buckle-up! It's the Law!
- Increased Speed
 Zone Ahead
- No Insurance Necessary
- Crusty Crooks and Cool Cars



STAGE 1 COMPLETE SCORE
LEAR ROWS 19000 200700





s of Talto Corporation. SEGA and of America, Inc. @1991 All rights reserved



















GENESIS MEGA-CD

THE FIRST HANDS-ON TEST OF THE U.S. SYSTEM!!



ment? Let's tear apart the system and dive into the first batch of games to find outl EGM has been able to

get from a Sega licenssee a prototype U.S. Mega CD-ROM Japanese systems but also the European and Southeast Asian Mega CD-ROM drives!





Marketing: "Our goal is to make the Mega CD format the standard of the industry for CD-ROM gaming. We want to become the VHS of CD-ROM. This actually fits in very nicely because JVC, which developed VHS, adapted Sega's Mega CD standard"... Our software will clearly show people things that vou can't do on a cartridge based system."



EGM gets the first 'hands-on' test of the prototype U.S. Genesis Mega CD-ROM system!







The Mega CD-ROM has been designed to be easy to connect and easy to operate!

The basic system retains the same shape as we described in the August 1991 issue. The front of the system is plain with only two lights - the first is the green PLAY

light (A) which is illuminated when the system is playing a disc. The second is the red ACCESS light (B) which shows when the unit is getting more data. Because of the large amount of RAM in the system, and because it can do parallel processing with the CPU in the Genesis, both lights will be lit at the same time, meaning that

there is no 'black screen' while it gathers more datal

On the left side of the unit there is a sliding plate (D). This holds the Stereo Audio cable (the one which plugs into the front of the Genesis (I)) off to the side so that the CD tray (C) does not pinch the cable when it retracts back into the unit.

The back of the CD-ROM has the plug for the AC power supply (F); an input jack (G) for mixing (bringing in) another audio source (like the stereo sound from the Genesis when you are playing a cartridge); and two audio output ports to send the CD-ROM audio (and Genesis if using the mixing port) to an external stereo system. You should note that all of the video and audio from the CD-ROM are internally

(Continued on Page 116)



























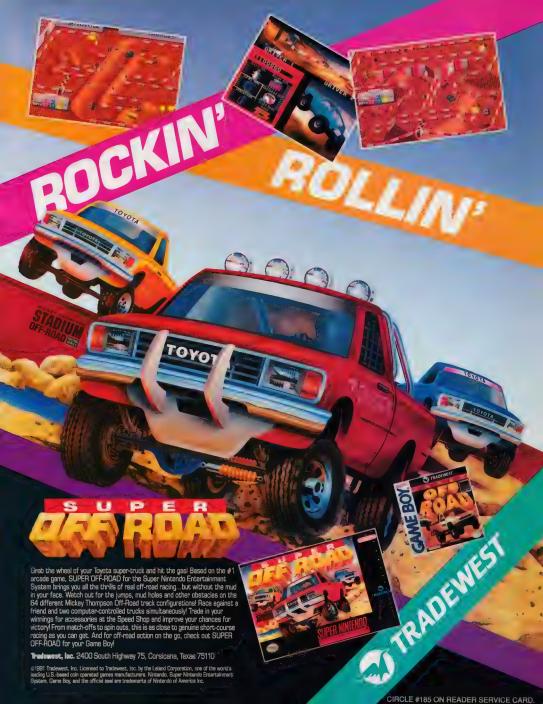
























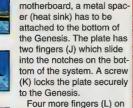




through the Genesis so that, other than the power supply, no connections are needed to be made to the CD-ROM. The Genesis plugs into the CD-ROM through the external port on

rerouted back





the plate, slide into the slots on the top of the Mega CD-ROM. The Genesis external port board locks into the CD-ROM arm (E) making the vital electrical connection. Plug in the Mega CD



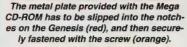
The brains of the Mega CD-ROM

power supply and the installation is complete.

Internally, the circuitry is more complicated. After removing all the metal shielding you see that the CD-ROM drive (N) takes up most of the space. Numerous boards are packed around the drive.







GENESIS MEGA CD-ROM SPECIFICATIONS:

Boot ROM Sound Sampling

Memory RAM

Dynamic range

CD Access Time

Channel Separation

Colors, pallet, sprites Same as Genesis

6 Mbit 512 kbit PCM 128 kbit Data Cache 64 kbit Backup 1 Mbit Bios 8 channel Stereo up to32 KHz 16 bit D/A Compatible 8 times oversampling Frequency Response 20Hz to 20KHz Greater than 90 db Greater than 90 db Maximum 1.4 secs.

Minimum 0.8 sec.

with the main 'motherboard' on the top right. Right in the middle of the motherboard is the operating system chip(M). This chip will be reprogrammed for each of the four world regions. They include Japan. North America.

tem will be completely compatible with a Gene-

sis/Mega drive unit from

another region. In addi-

tion, the software will be

encrypted with an identifi-

cation code that will also

prevent use with a Mega

region. This we were able

to verify with our proto-

type U.S. Mega CD and

the new software. While

Genesis systems and the

Japanese Mega CD-ROM

the old Altered Beast

will play the Japanese

CDs, this combo will not play the U.S. CDs when they come out. Bottom line...if you want to play the U.S. CD's don't buy

the Japanese Mega CD-

SEGA U.S.A.

CD COMPATIBILITY

Mr. Al Nilsen, Director of

telling players, up front,

right now: when you buy

the Japanese unit all you

Japanese software, You

Japanese Mega CD. The

systems are very market

will not be able to play

U.S. software on the

specific."

will be able to play is

Marketing: "We are

ROM system!

CD from a different

































TM

en down



TO THE LAST DETAIL! **RACE AGAINST TIME OR AGAINST** A FRIEND FOR THE WORLD CHAMPION TITLE ON SIXTEEN OF THE HOTTEST RACEWAYS OF THE INTERNATIONAL CIRCUIT!





































press button A or C. A

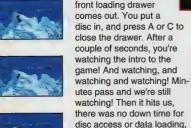
motor kicks in and the

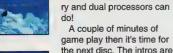
but all through the intro the

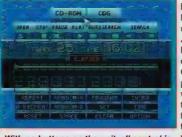
come on. Just an subtle indi-

cation of what tons of memo-

red light (access) would



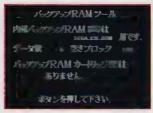




With no buttons on the unit, all control is done through the main menu.



Like the Turbo CD-ROM, the Mega CD-ROM will play the new CD +G discs!



Sega has plans for the future. Although the system has 64 kbits of internal backup RAM, Sega has built in a screen to access the upcoming RAM backup cart!

better than the game! Most of the opening minutes are standard Japanese comic strips. Nothing we haven't seen on the PC Engine Super CD-ROM2. But, then we pop in the last disc - the war simulation whose title translates as Tenkafubu. Some of the editors had already started walking away (how exciting could a 16 century military sim, be) when all of a sudden a movie starts playing! This was a full motion video (half screen) of one army attacking another. It lasted for a full three minutes and there wasn't a second of down time. The access light was constantly blinking but it was video (although through a reduced color palette). Wow!

SEGA U.S.A. **CD GAMES**

Mr. Al Nilsen, Director of Marketing: "The bulk of the software for the U.S. market is being developed here in the U.S. Much of it is based on movies and TV shows utilizing footage which is very American in nature. That's why we are developing so much here. And when vou get into multi-media it becomes even more important. Right now we have 29 third party companies developing software for the U.S.,

Japan and Europe."













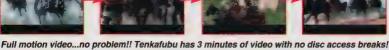


























Here's one RPG game where you can dive right in. And you know what you must do. Only you can save Lakeland from the dark forces that possess Lagoon. Instantly you'll be submerged in your quest. Wade through complex labyrinths, battling evil at every twist and turn. Whether you're an experienced RPG player or just looking for hours of Super NES" adventure, it's time to test the waters.



6 dazzlıng spells will leave you spellbound.



our creatures are meaner, scarier and uglier in 3-D.

COME ON IN, THE WATER'S FINE.







THE YEAR OF THE DRAKKHEN.

This is the year of Super NES." The year some of the best RPG players may go down in flames. Because this year

you will enter the world of Drakkhen.
You've confronted many
monsters before. But
never fire-breathing
beasts of such scorching realism. Over 50
giants and winged
beasts in spellbinding
3-D. You've journeyed in
other mystical lands, But

none with scrolling,
360° landscapes with
panoramic views. Horizons change

from day to night before your very eyes. In your quest to restore world peace,

you will learn many powerful spells. Prepare for battle by collecting weapons and magical objects. But nothing will prepare you for the special effects, the eye-popping error digital sound experience.

graphics, the stereo digital sound experience.
Drakkhen. It's the Super NES game of the
year. The role playing challenge of a lifetime.





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KEMC□ 4 SEIKA

CIRCLE #211 ON READER SERVICE CARD.





































The time is the middle 16th century and there is a major war that has engulfed all of Japan. You must lead your armies into battle!

TENKAFUBU Game Arts















RISE OF THE DRAGON Sega A second murder mystery

comes to CD. Special effects like screens that follow you are built in!



PRINCE OF PERSIA Sega

Companies will get titles out quickly by porting over computer games with a new CD soundtrack.



SEGA U.S.A.

MEGA CD SOFTWARE

Mr. Al Nilsen, Director of Marketing: "We're not going to talk specifics about the software until we can show something., Oh. OK.,,Sonic. In addition to Sonic 2 [cartridge], there is a Sonic CD game being planned... Almost all titles will be certainly kept under wraps until June CES...It is way, way to early to talk about specific titles...There will be titles based on movies...We've just formed a major multimedia studio here in the U.S. dedicated to CD software... It is called the Sega Multi-Media Studio...an inhouse CD development group...At the June CES show we will show some great software that can't be

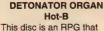












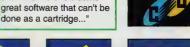
will be heavy on the cinemas and full screen visuals. Large animated players.



WING COMMANDER Sega The popular U.S. comput-

er game will first make it's way to Japanese players then to the U.S. in fall.

















Mega Man 4... Like Hothing Before



Crash the party at Dr Cossack's citadel.



Toad Man will have you hopping.



Rise to new heights with the Balloon adapter.

New Enemies like Dr. Cossack. "Grue!" New Weapons like the Mega Buster. "Devastating!"

New Robots like Toad Man and Skull Man. "Gnarly!" Devices like Balloon adapters and Grappling hooks. "Handy!" Get Mega Man 4— The rest were just warm-ups. "Really!"

Nintendo® for Play on the (Nintendo)







Heavy Nova (MD-CD)





Solstice II (SNES)

Rocketeer (SHES)

Link to the Past (SNES) Lagoon (SNE



Super Off Road (SNES)

ENGINE GARD Great new titles and the first 8M game! Doraemon (Robo Cat) . Fighting Run . Super Kid . Coryoon . Magical Chase . Hit the Ice · Balistix · Salamander · Gradius · Ninja Gaiden · Paradius (8M) · Dragon Slaver

pg gd & Super gd

Check out this awesome lineup! CD Wars! Populous (SCD) . Dragon Saber (SCD) . Prince of Persia (SCD) . Ranma 2 (CD) . Poem of the Angel (SCD) . Adventure of Chris (CD) . R-Type Complete (SCD) . Hot Blood High School Soccer (SCD) Browning (SCD) . Future Boy Conan (SCD) . Spriggan





Who Really

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loe & Mac (SNES)

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IRBUURAFX

Impossamole . Silent Debuggers . Davis Cup Tennis . Y's III (CD) . Valis III (CD) . Addams Family (CD) Parasol Stars . Darkwing Duck . Panza Kick Boxing . Champions Forever . Cadash . It Came From the Desert (CD) . Camp California . Lord of the Rising Sun . Night Creature . Raiden . T Sports Baseball . Turricar

Look for our CES update next issue!



Kardion (SF)



Contra Spirits (SF)

阿瓦加州 瓦里

This new lineup is incredible! 20/20 Baseball . Crossed Swords Super Eightman . Robo Army Thrash Rally • Fatal Fury • Mutation Nation • Last Resort • Football Frenzy • Cybernetic Soccer

Street Fighting

n! SD Style Gat it!

Look for our CES update next issuel Last Fighter Twin!



With the right programmers this system is the best, and the best is yet to come.

Final Fantasy • RPM Racing • Paperboy 2 • Castlevania 4 • Smash TV • Super EDF • Lagoon • Zelda (Link to the Past) . Nolan Ryan Baseball . Play Action Football . Y's III . Super Off-Road . Simpsons • D-Force • Rocketeer • Big Run • Hook . Lemmings . Legend of Mystical Ninja . The Addams Family . Home Alone . Super Battle Tank • PGA Golf • Joe & Mac • TMNT IV • NCAA Basketball . Pit Fighter . Vanilla Ice . Smart

Ball • WWF Superstars • Solstice II • Ultrabots Look for our CES update next issue!



Valis 6 (SF)



SLIPER FAMIGUM

The power is starting to show, Super Famicom is amazing Caveman Ninja • Raiden • Super Formation (3-D Soccer) • Thunder Spirits • D-Force • Super Fire Pro Wrestling • Night Gundam Story . Adv. of Zal Jiro . Adv. Island . Contra Spirits . STG . Super Bowling . Super Birdie Rush . Final Fight Guy . Axelay • Last Fighter Twin • Top Racer • Xardion • Cyber Formula • Rushing Beat • Super Family Stadium • Ranma 1/2 • Super Metal Jack • Musva • Phalanx Enforce Fighter • F-1 Exhaust Heat • Nosferatu





Double Dragon II (SF) You Can H



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REASU most awa



COMPETITION INFORMATION

- Competition period is from 12 noon EST until 12 midnight EST on April 11, 1992. Watch MTV™ from 12-1 PM on April 11, 1992 or call 1-900-370-TREASURE any time during the competition period and discover the Secret Password. Call will cost \$.50 per minute. Children under 18 must ask their parents first. Average length of call is 3 minutes.
- This competition is open to all U.S. residents except in those states where the competition is taxed, prohibited or restricted by law including the states of Arizona, Louisiana, Montana and Vermont.
- Competitors should first check the availability of 900 exchange telephone service in their home locality prior to entering this competition.
- •To be eligible we must receive you official Treasure Master™ registration card by midnight EST April 8, 1992.

See Official Treasure Master™ Competition Rules for complete details.

For more information call

1-900-370-TREASURE

Call will cost \$.50 per minute. Children under 18 must ask their parents first. Average length of call is 3 minutes.









Bonus Prizel









JUST SAY "EGM"

If you are a Treasure Master Competition Winner on April 11, 1992, just say "EGM" to the Prize Hotline Operator when you call 1-900-370-UWIN to claim your share of Fantasy Prizes. The first 100 eligible callers will win a FREE one-year subscription to Electronic Gaming Monthly!

Call will cost \$.85 per minute. Children under 18 must ask parents first. Average length of call is 3 minutes.



Contest Rules: EGM or the judges are not liable for lost or misdirected mill. No purchase nocessary do enter. Prizes are not transferable. Illegible or incomplete entries are ineligible. Employees of Sendal Publishing Group, Inc. or, American Softworks Corporation and their affiliates are ineligible to enter. American Softworks Corporation and Ended reserves the right to cancel this promotion at any time with appropriate notice. Winners' names and prize information may be used by American Softworks Corporation and Sendal Publishing Group, Inc. lor any promotional or advertising purposes without further compensation. Value of prizes: \$23.5 sees.



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THE SERVICE REPORTED LER

The only hand-held controller you only need one hand to play.

A new universe is at hand

Can you handle it?





For Use With The NINTENDO ENTERTAINMENT SYSTEM

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Visit your local retailer or call 1-800-800-7185.

\$5 REBATE. Ask for details.

3): The Game Has Changed: CANEHANDLER actually 'changes' the pre-xity or settware you alread GANETAMDLER not enly are games mess challenging, but showly an enly are games from the property or the changes and might be more able to be moved you because the changes have been able to be moved you are TRET if any or sever thick they are to exploit and also every well over send you a video type indeed also are sever trick they are to exploit and also every well over send you a video type indeed to a send of these trick; place the change of these trick;



other areas o' pain. Righteous reporter April is missing serious air time, dude. So get slicing and maybe Shredder will choke

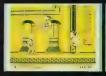
'n croak for good.















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AMERICAN AMUSEMENT MACHINE ASSOCIATION

Data East

CAPTAIN AMERICA AND THE AVENGERS

All of the excitement of the famous Marvel Comics team comes to the arcade with Captain America and the Avengers. Cap and three of his teammates, Vision, Iron Man and Hawkeye are out to



Captain America and Iron Man take to the skies in this intense action game from Data East!

do battle with the Red Skull and his minions in this action game. You'll need all of your arcade skills to make it through this one! To get by the enemies on some levels, you have to fight it out with them on the ground, while in others, you'll shoot it out in intense horizontally scrolling action! You'll even take this battle under water for some of the levels!

Two players can battle the Red Skull at a time. Each of the characters has his own special abilities and weapons. Cap is a strong street fighter with his shield, while



Hawkeye and Vision take the action to the streets with these Red Skull minions!

Hawkeye and his arrows are deadly from a distance. Iron Man and the Vision give you the best of both worlds with their strong combat abilities and powerful distance weapons.

Pick your favorite Marvel Comics character from the Avengers and get set for some wild action from Data East. Captain America and his friends are counting on you to get them through to the Red Skull. Don't miss out on this one!



This guy takes a lot of punishment, but Captain America and iron Man have the muscle to take him down!

SNK

KING OF THE FIGHTERS

SNK's latest quarter muncher is King of the Fighters. You've got the choice of three fighters to take to

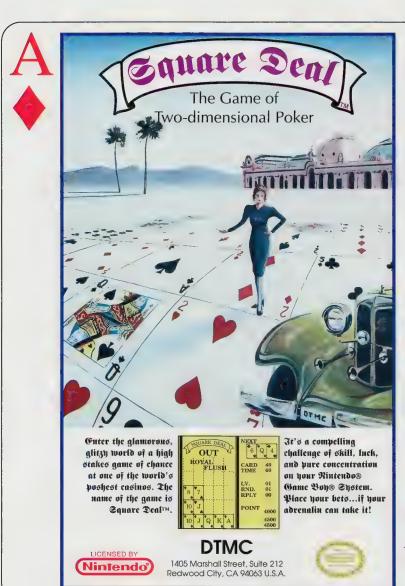


This whirlwind attack really knocks this guy over! Use your special attacks whenever you get the chance.

the streets and compete for the crown of king of the fighters. Each of the fighters has wild special moves to use on the enemies. Don't think you've got



Double team your opponents for double the fun!





it easy. though. The guys you'll be fighting have their own special moves to use on you! Don't wait for these guys to get the upper hand, or you won't make it to the next round! powerful attack on the huge bosses that try to crush you at the end of each wave.

Instead of the normal horizontal screen, this shooter's monitor is



In two-player mode, get your opponent in between you and knock him back and forth to finish him off with style.

You and a friend can get together and double team the guys you'll face. Hit him high and low, or, get on both sides of him and attack from two directions at once! He won't stand up for long under an onslaught like that!

This game takes technique to master. Fans of Street Fighter II can take heart! More fighting action is on the way!

Irem

THUNDER BLASTER

The latest shooter from the people that brought you the intensity of R-



Thunder Blaster has intense hosses!

Type is called Thunder Blaster. This time, the action scrolls vertically as you take your ship out against a horde of invading aliens. Two-players can take this one on simul-

taneously for a

positioned vertically to go along with the way your ship is flying. You'll need all of the space you've got, too. The enemies will come after you until they wipe you out, so grab some power-ups and blast your way to the end! Get ready for the fight of your life!



Team up on the bosses and you'll blast them away!

HOT TITLES COMING SOON TO AN ARCADE NEAR YOU!

One of the hottest games that will hit the arcades soon is the awesome X-Men from Konami. This mega title is based on the popular X-Men comic book series, and will have arcade players thinking twice about other multi-player games. Up to SIX, yes, SIX players can rock on this one at the same time! The game includes your favorite X-Men as they go after their comic book enemies. Play as Wolverine, Nightcrawler, Cyclops, or three other X-Men in their first arcade adventure. This game is so big, it takes two screens to show all the action!

The game play in this coin-eater is similar to that in the Teenage Mutant Ninja Turtles coin-op. Each player has a jump move, an attack, and a special attack that really takes out the enemies. You've only got a limited number of times that you can use it, however, so only go for the special move when you're really desperate. Get a roll of quarters ready for this one, because you'll need them to make it through to the end!

Another hot title that will be surfacing at an arcade near you any day now is Battletoads. The NES smash is being converted to coin-op status by Leland Corporation. The same people that brought you Dragon's Lair and its new killer sequel are getting amphibious this time.

Game play and levels have stayed the same from the NES title, but the graphics have been totally revamped! Better yet, this version of the Toad's battle lets you take up to three players! Rash, Pimple, and Zitz are all here and ready to kick some major tail. If you've played the NES title, you know how hard this game is, so get ready to fight for your life and get ready to keep feeding those quarters into this one. The Toads are going to need you to guide them on their way.

IT'S BARTMANIA
FOR YOUR NES AND GAME BOY!



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YOU ARE NOT A WARRIOR, YOU'RE A BEGINNER.

Okay, World Warriors, enough is enough! Word of mouth is certainly not the best way to get the inside scoop on the hottest games, but it thrives nonetheless! We at EGM have received hundreds of letters speaking of the numerous rumors surrounding the best coin-op ever! First and foremost, Sheng Long exists only in the minds of the most imaginative gamers! Many gamers explain that Sheng Long is an old man that only Ryu can face after defeating Balrog, Vega, Sagat, and M. Bison perfectly. He apparently has a cane and appears on the same screen as M. Bison. This reminds me of the ultra-powerful flaming jump kick rumor from Street Fighter I. Anyway, when Rvu says you must defeat "Sheng Long" to stand a



SHENG LONG

Here's the scoop! Sheng Long, the Dragon Punch, is performed easily! Press forward, then quickly perform a fireball motion. It's that simple!



chance, he his referring to the fact that the Dragon Punch (Sheng Long) is the most powerful technique, and it can counter anything (which it can!). Sorry, wishful warriors! The only thing you get from a perfect game is a special ending showing the credits while the World Warriors clash onscreen.

Some other excellent rumors include Chun Li throwing her bracelets (false), Guile throwing his comb (actually the Sonic Boom), Blanka's spinning electric ball (false), Ken's or Ryu's more powerful red fireball (it's a random color glitch and no stronger than the blue one), Dhalsim's heat-seeking fireball (false), are among many - whew! While many of these rumors have specific reasons for being, ie., the red fireball, most are completely unfounded. Out of all the hundreds of letters making these claims, not one could prove it! If you or a friend can come up with valid proof for any of your

local rumors, EGM would love to print it! Other points of interest: in order to follow the joystick motions explained in the the past issues of EGM, take into account that any movement from up or down to left or right must be circular. In other words, for Dhalsim's Yoga Fire, the joystick motion is D, R, P (facing the right). This means pull down, circle the joystick to the lower right, then move to the right, and press any punch button. The joystick motions and button selection printed in EGM come straight from Capcom, so don't argue!! Now sit back and enjoy this secret edition of the best Street Fighter II coverage! We've uncovered some interesting new techniques. as well as a couple of super tips and strategies you will be sure to appreciate!



SCREWDRIVER

Zangief's power spinning piledriver, the Screwdriver, isn't easy. Start at the top, perform a reverse circular motion back to the top, and press punch! Ugh!



BALROG



Balrog is a mighty boxer from Las Vegas. He takes pride in power and loves showering in money.

Balrog is the first of the final four boss characters. His strong blows can be felt even when blocked! Beware his devastating uppercut.







Bairog uses many power blows,

and his back hand his deadly.



Balrog is highly susceptible to fireballs and multiple hit moves.





Vega is the most vulnerable when he lands from a wall kick.









Vega uses his agility well, especially in close quarters.

UEGA

This testy Spaniard is as agile as his pet cougar. He believes beauty and power are the same.



Vega likes to cling to the fence and jump from high above at you. If your timing is good you can knock him for a loop. You can break his claw, also.

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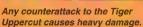
Sagat is the only warrior to return from Street Fighter I, and he bears a scar revealing his first defeat.

Even after the Dragon Punch burned a scar in Sagat's chest, he suffered to learn the powerful Tiger Uppercut, which has a tragic weakness















While Sagat's fireballs are a threat, beware of his quick blows.

M. Bison is both vulnerable and deadly in his flaming torpedo.







M. Bison can quickly make you dizzy with his multiple combos.

かし ヨヨシカ

M. Bison is the total embodiment of evil and oppression. He has the fastest blows that can knock you dizzy.



Always stay on your guard, or you will lose. M. Bison's flaming torpedo can destroy your hopes of a victory. Use patience, and you will succeed.

e first prize is a Street Fighter II coln-op machine! The Northern Semi Finals will be neid in mid-December at rick Road Family Amusement Center in San Diego on January 3rd and 4th, 1992. For more info, call the Capo

The Greatest NES Adventure Continues... WIZARDS & WARRIORS III

Kuros: Visions of Power

When Kuros last did battle with the eyil wizard Malkil' atop Icelire Mountain, he raised his IronSword in triumph...or so he thought.

Without warning, a powerful bolt of magic robbed Kutus of his armour, memory, and honor. But now, the distant presence of evil stirs in his mind, leading him to the ence fair city of Piedup, where the villainous soul of Markir now reigns.

Without his armour, Kuros will need crafty disguises to travel undetected, ready to do battle as wizard, nobleman or thief. From the gloomy depths of the dungeon to the palace containing riches beyond belief...the time has come for Kuros to turn his visions of power into reality!



Kuros the Knight Warrion wields his mighty Silver-Sword in the face of danger



To give Malkil a taste of his own medicine, Kuros must master the craft of wizardry



Kuros, disguised as a thief, moves secretly through Piedup.



Grotesque creatures of the underworld stand between turos and his ultimate battle

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THE SAME SAMES IN PRINCIPAL STATES

WHEN THE MARCH EGM!
WHEN THE MARCH EGM IS
AVAILABLE, MATCH THE
NUMBER ON THE COVER OF
THIS ISSUE WITH THE
WINNING NUMBERS TO BE
PUBLISHED IN THE MARCH
ISSUE! IF YOUR NUMBERS
MATCH, YOU CAN WIN ONE
OF THESE GREAT PRIZES!



5 FIRST PRIZES!
STREET FIGHTER 2 SUPER NES CART



CRUSH THE WORLD'S GREATEST FIGHTERS WITH YOUR THUMB.



Ken Norton, Heavyweight Champion 1978; George Foreman, Heavyweight Champion 1973-74; Larry Holmes, Heavyweight Champion, 1978-85; Joe Frezier, Heavyweight Champion, 1970-73, Muhammad Ali, Heavyweight Champion, 1964-67, 1974-78, 1978-79. Ali, Norton, Holmes, Frazier and Foreman are ready to pound your face...er, thumb. You can be them or battle them. Each champ looks and fights like the real thing. Ali floats like a butterfly and stings like a bee. Foreman puts his weight into devastating round-house punches.

Taunt them if you've got the guts. Move and jab, or go toe-to-toe and rearrange their faces with nose bloodying hooks, jaw shattering uppercuts, and rib-cracking body shots. Block punches or clinch to protect yourself. Between round closeups show each boxer's facial damage.

If exhibition matches aren't enough for you, fight an entire 15-year career. Crush these five formidable boxing greats and POW! you're a champion forever.



Come out swinging but don't hit the guy in the tux.

CHAMPIONS

He's lean. He's mean. He's André Panza and he's out for blood. Every move he makes is from digitized film footage from his greatest kicks and punches. So you're not fighting some namby pamby, make-believe video kick boxing creep. You're duking it out with the master, 3-time World Kick Boxing Champion André Panza.

If you're not ready for Panza, whip yourself into shape with training and conditioning sessions. Then battle through the ranks of 8 international champions.



Watch your head! Air assault!



Over 40 mind-blowing punches and kicks allow you to customize your assault. Once you've honed and sharpened your moves, take on Panza himself for the ultimate kick boxing challange.

So what are you waiting for? Chicken? Then get Champions Forever Boxing and André Panza Kick Boxing and start rearranging some faces with your thumb.



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ABSOLUTE ENTERTAINMENT

Years ago, when the Atari 2600 was state of the art, one of the biggest video game companies around was Activision, and two of the best designers for Activision were Garry Kitchen and David Crane, Since 1978, Kitchen, Crane and the rest of the current Imagineering staff have developed over 75 games for over a dozen companies

Absolute and Imagineering were formed in 1986, and since then, they have been putting out some of the most exciting games for home video game systems ever released. These have ranged from sports to arcade action to simulations, creating a game for every game player and every style of play. Fifteen years later. Absolute Entertainment and Imagineering are still going strong with titles like Turn and Burn, an F-14 flight simulator for the GameBoy, Space Shuttle Project for the NES and Super Battletank: War in the Gulf for the Super NES. EGM takes a look at the past, present and future of one of the most innovative companies producing games for Nintendo systems.

WAY BACK WHEN . . .

In the early days of home video game playing, the Atari 2600 was the major game system. The system had only 128 bytes of RAM, which presented all programmers, Kitchen and Crane included, with unique problems. "The computer was relatively slow, and you had to write the programs in such a way that they synced with every scan line of the television screen, so it had to be very critically timed," said Absolute



The crack staff at Absolute Entertainment

president Kitchen. "It was really difficult stuff."

Kitchen was in on the development of Donkey Kong for the 2600 when he started out programming, and the project is still one of his favorites. Among the games that can be credited to the Imagineering and Absolute Entertainment staff are such classics as Pitfall, Freeway, Ikari Warriors and Double Dragon for the Atari 2600.

When Absolute started producing games for the NES, it made A Boy and His Blob. This was an innovative adventure game that won several awards including a Parent's Choice award for the non-violent theme and innovative game play. The game's follow-up, Rescue Princess Bolbette on the GameBoy

had the same style of play.

PRESENT DAY!

Speed continues to be the major stumbling block for programmers. Kitchen said, "I think you're always



Space Shuttle Project has the endorsement of Space Camp.

MEETTHE MAKER.





error is his

regental - a nighting of the to life. And you (yeah, you!) must confront him. Penetrate the mysterious dangers of his dungeon lair. Slay the multitude of gruesome characters who protect it. Try it just one time. You'll swear there are worse things than death.



Animated traps, puzzles, and lethal surprise

THE IMMORTAL. DEAD SERIOUS ABOUT LIVING ACTION.



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busting the door down on the limitations. The biggest limitation is still the speed of the computer. On very sophisticated applications, you tend to run into problems where you can't keep the game running smoothly at 60 frames per second." Program-



Jim Charne, Absolute's vice president of legal and business affairs, takes his turn in a simulator chair at NASA.

mers are always trying to overcome the speed problem, and Absolute's staff has been successful at beating slowdown on its latest games for the NES and Super NES.

One of Absolute's latest projects is Space Shuttle Project for the NES.



You only have seconds to prepare the Shuttle for launch, so act quickly and decisively.

The game gives you the chance to pilot the Space Shuttle through a series of missions. The people at Space Camp were so impressed with this Absolute title that they have endorsed it. The action is arcade oriented, but the various missions take

some thinking to make it through. To design the game and make it as accurate as possible, Absolute's designers spent some time working with NASA. Real experience in shuttle simulations went into producing the game. The missions included feature many variations, but before you can even try them, you have got to get into the shuttle and get it out into space! That can be a lot harder than it sounds.

Currently, Absolute Entertainment is working on an updated version of their NES Battletank. This game is called Super Battletank: War in the Gulf. and it will be for the Super



Awesome first-person perspectives bring the Gulf War into your living room with Super Battletank for the Super NES.

NES. It is a first person tank simulation that puts you in the middle of the recent conflict in the Persian Gulf. Acting out real Desert Storm maneuvers in your M1A1 tank, will have mastering the different controls and weapons at your command. "The best thing you've worked on is usually the latest thing you've done because you feel that you're always getting better," said Kitchen. "I think that the best work I've done with the people I'm working with is Super Battletank for the Super NES. It's the best work we've done as far as really showing off the machine early in the development cycle. I think this game is a level above most of what's out there."

COMING SOON . . .

Along with Super Battletank, which should be available in March, is a new sports game for the Super NES. It does not have a final title yet, but its current working title is Tennis.

Absolute designer David Crane is working on this one, and it should be out around June.

Another hot title that will be coming soon from Absolute is Turn and Burn for the GameBoy. This is a real flight simulator for the portable machine, something that has not been done for the GameBoy before. The title is very revolutionary which is one of Absolute's and Imagineering's trademarks.

THE FUTURE AND BEYOND . . .

The big question right now in the video gaming world is CD-ROM and CD-I. Will Absolute Entertainment move into this realm when it becomes reality for the Super NES? Kitchen says yes. "We've been talking recently with all of the CD-ROM manufacturers. We expect that we'll be deep in CD-ROM very soon."

Absolute, at this time, does not want to choose between going with



Get ready for intense tank action with Absolute's Super Battletank!

the Sony Play Station or Nintendo's CD-ROM system when they become available. "I think development-wise, we'll go with both," said Kitchen. "We usually develop for all of the commercially successful platforms, so I would expect that we will support both Sony's system as well as Nintendo's."

As Absolute continues to hit all of the major Nintendo machines with the high quality titles it has been putting out, Absolute Entertainment and Imagineering will be making the games you will want to play for years to come!

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Golden Axe II. New and improved death, destruction and magic.







You've just escaped from the lava tunnel. A pack of razor-clawed creatures are trying to get you before the lizard men do. Suddenly the Warrior is slashing his way through a nasty gang of demons. He body slams one and gets two more with his sword. The Amazon does a backflip and

tosses off an attacking Minotaur. Now the Dwarf is spinning on his battle axe, devastating several skeletons at once.

These are moves you've never seen before. The Warrior, Amazon and Dwarf are deadlier, stronger, more agile. Their enemies are more evil. And the magic is killer.

The Warrior summons the wind to blast an enemy. The Amazon strikes down a headless knight with scorching flames. The Dwarf com-

mands huge boulders to flatten

his foes. A fire-breathing dragon carries you toward the castle where Dark Guld is waiting to put out your lights.

Golden Axe™ was murder. This one's worse!

Golden Axe II is one of more than 150 hot games from Genesis. Including Sonic The Hedgehog,™ Toe Jam & Earl,™ Spider-Man™ and Joe

Montana II SportsTalk Football.™ Genesis. The lowest price in true 16-bit video systems.

> The choice is simple. The choice is SEGA."





-	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 4	ACCLAIM	SUPER NES	HARD	MARCH
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	4	SHOOTER	100%

I'D BUY THAT FOR A DOLLAR!

The decline of Western civilization is complete. The year is 1999 and television has adapted to the more violent nature of man. The most popular form of television is still the game show though. One show in particular has dominated the ratings, and it is called Smash TV. On this show, two lucky contestants compete for cash and prizes. They are equipped with an assortment of high power weapons and placed into a closed arena where they must blast and brawl their way to victory.

power weapons and placed into a closed arena where they must blas and brawl their way to victory.

This is the most realistic arcade translation for the Super Nintendo yet, and Acclaim can definitely be proud of this title. Since the arcade game used two joysticks the Super NES

version lets

you control your character with the pad and the eight direction shooting with the A, B, X and Y buttons. The action is nonstop, and even when there are more than 20 or 30 sprites on the screen, there is no trace of slow down! The graphics and sounds are virtually identical to the coin-op and they have even kept in the digitized voices from the host of the show! The most impressive things in the game are the boss characters. They literally fill the entire screen and pose quite a challenge for even the most experienced game player. Each boss goes through many different forms, until it is finally defeated.

Smash TV is without a doubt one of the best arcade translations to be released for the Super Nintendo and

proves that with a little effort, the S-NES can play arcade quality titles without slow down problems.

WILL HOT QUIT







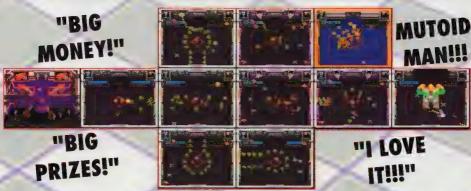








FIND YOUR WAY TO THE BOSS ROOM TO FINISH OFF THE FIRST LEVEL!





LEVEL TWO

In the second level, the action really starts to heat up. You will confront flying orbs that shoot beams of electricity, and stampeding herds of robot buffalo. The second Boss, known as ScarFace, will definitely give you a run for your money.

Think you can make it to level 3?



XXRDIDN

SAVE THE ALPHA 1 SOLAR SYSTEM!!

The Alpha 1 Solar System contains three planets. The inhabitants of these planets have been at war for seven months. Invaders from the distant star NGC 1611 are in position to take over all three planets. Representatives of Alpha 1 dispatched their most advanced cyborgs to NGC 1611. They must eliminate the enemy's power source.

Communication with the cyborgs has been terminated. It is now up to you to save the Alpha 1 Solar System.

Xardion, by Asmik Corpora-

tion, presents a new type of adventure for game players. Xardion is a combination of action, adventure and role play combined into one cart. One of its great features is the user's ability to change into any one of the three cyborgs, at any time! You may choose from the ultra-tough Triton, the staff wielding Alcedes or the extremely mobile Panthera.





Avoid the claws of the Stage 1 boss.

The mission begins in the enemy's first base. Then, head underwater to disable the enemy's naval fleet.



in Stage 3, You find an underground cavern. Along the way, you will



encounter the boss for this stage. Watch its arms and keep blasting at



The Stage 3 boss stretches his arms and tries to knock you off your pedestal.

the eyes to defeat it!

Stage 4 begins in a once bustling town! Watch out for sand traps and other hazards. Look up in the sky!



Here comes the boss, but watch out for his arms.



The Stage 4 boss flies through the air and launches its blades!

The stage 2 boss is easy because you cannot destroy it yet!



AWESOME CYBORG



TRITON Has the ability to shoot upward and has the second strongest firepower.



ALCEDES Can only shoot straight ahead, but his shots are the most powerful.



PANTHERA Can squeeze through small spaces and can use double shots.

it! Upon entering the life core, you will be attacked by roaming cells and antibodies. Dodge their attacks and head into the chamber.

In Stage 7, you enter a crystalline chamber. Be careful of falling shards of crystal and the disappear-







The Stage 7 boss can only be hit from the back. Jump over it and attack from the rear!



Xardion is an adventure that will keep you on your toes. It provides thrills, surprises and some rude bosses to challenge and entertain the player. With its great graphics and sound effects, the game will definitely appeal to all different types of gamers!





In Stage 5, you encounter this hopping mad boss!

Stage 5 is a long corridor which eventually leads to a boss that kills itself!



Stage 6 is a planet that is truly alive. The trees uproot and attack, while the grass rolls and tries to smash you. Find a hole in the planet, seek out its life core and destroy





The Stage 6 boss is a series of faces that you must destroy to continue onward!

		MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
Ū		ASMIK	SUPER NES	HARD	MARCH
4		CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
Ì	ш	8 MEG	8	ACT/ADV/RPG	90%

NINTENDO SUPER NES



SAVE THE HOT CAVE BABES!

Prepare to get down and dirty with two of the hottest cave dudes ever seen! Also known as Caveman Ninja in the arcades, the Super NES version will be called Joe and Mac. The game itself however, will be exactly the same.

Way back in the past, when men could hardly start fires and women were dragged around by their hair, there lived two extremely cool dudes, named Joe and Mac.

They are enjoying their days of dinosaur demolition derby, hang gliding on pterodactyls, making stick figures on cave walls and playing tag with Tyranosauruses, when their enjoyment is halted by a wild bunch of neanderthal nerds who suddenly march into their camp. There is one slight problem with these nerds:

THEIR BREATHS STINK. This odorous problem makes every cavewomen in the camp leave, despite the many dangers and dinosaurs that lurk about the land.

As there are no cavewomen left in the camp, Joe and Mac get bored with their games and decide to look for them. There is only one way to get them back, though. You must go out, find them and drag them home.

When you start the game you are armed with only the power of the large club which you possess. However, this club is very weak, and its reach is short. Therefore, you have to get close to the enemies if you want to hit them. Then, after you hit them, they usually hit you back because in that age, the men were men and could take a lot of punishment.

Do not worry, though, all hope is not lost. You will find many powerups along the way. These will let you attack the enemy from a safe distance. You will find them in many strange places that require you to stand on top of pterodactyls, or on the heads of neanderthal nerds.

In the game, four main weapons exist. These weapons are fire, bones, boomerangs and wheels. The power-ups and the weapons are found in eggs that are located along the way. If you destroy the red egg with no one on the screen, a bird will come and carry you away.















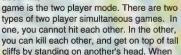
Use team work!



Make sure you get the kiss!



The best part about this



you fight the boss, there are two things that you can gain. One involves beating the boss and getting to the next level, and the other is getting kisses from the beautiful cavewomen in bikinis. In order to get a kiss, you need to kill a boss and win an X. The player who hits the most bosses, earns the kisses.







will help you out!





GET DOWN AND DIRTY WITH THE DINOS!!!

The levels in this game are filled with a variety of colors and multi-lavered scrolling. There are two specific types of levels, though. The

first type uses horizontal side scrolling, while the other uses vertical up and down scrolling.

In the vertical levels, there is not much you can do other than keep flipping up. Yet, for the side scrolling levels, there are many obstacles that you must get past such as: dropoffs that you have to jump over, flames that unpredictably shoot out of the ground, icy paths which mak stopping difficult, small platforms that require precise jumps, gruesome enemies that try to make a quick meal out of you and pesky dinosaur end bosses. These bosses are huge critters as they take up most of the screen, and require tons

of hits to defeat. As you can see from the photos, your journey will take you over many weird types of terrain, one of which puts vou inside a dinosaur!



Watch out for the baby dinosaurs!





THEY'RE CREEPY AND THEY'RE KOOKY...

You know them as the ever-popular Addams Family, and now, the kooky family has their very own video game for the Super NES.

Uncle Fester has been placed under a spell by Abigail Craven, a conniving character anxious to get her hands on the Addams Family fortune. Having recruited a misled Uncle Fester, and assisted by her cohorts. Tully and The Judge, she manages to capture the other members of the Addams Family.

Only Gomez can save the day by freeing Pugsley, Wednesday, Granny, and restoring Uncle Fester's memory. Gomez must then set out to find The Judge and free Morticia.

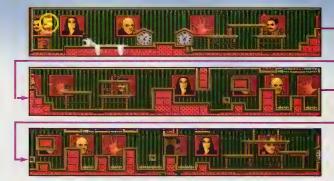
The Addams Family is a long, RPG-type of adventure. This game will not be beaten in a day! You play Gomez Addams who must search each room of the Addams' household in order to find clues where the family members are being held! Each room holds many surprises to be found!

Door 1 leads to the outside of the mansion. There is not much to be found outside, but it is a good place to get a feel for the game.

Door 2 leads to the Old Oak Tree. Be sure to look carefully because there is another heart located here. Hint: Always look a gift tree in the mouth!

Door 3 leads to the Conservatory. This is where Gomez likes to relax. but not today! Many hazards await Gomez here, like the birds and the spiked beetles. Make it to the end and great rewards await you! First, though, you must locate the on/off switch!

Door 4 leads to the Music Room. Here you will see Lurch playing his harpsichord. However, he will not



let you past unless you rescue the family first.

Door 5 leads to the Portrait Gallery. Do not let the beautiful artwork distract you, you have work to do. Be sure to look for the Dark Room within this level, you just may become richer!

Door 6 leads to the Kitchen. Your success will be decided at this point, depending on which way you take here. Choose wisely!

Finally, Door 7 leads to Pugsley's favorite place. The Game Room. In here, you need to watch out for the swinging pendulums and the guillotine. There are also some special

holding your family members, return to the Music Room where the family awaits you. There, the family gives Lurch a part of a tune that Lurch will play to reveal a secret passage.

This sector is where you must fight the final boss, The Judge!

The first part of this second quest involves travelling through the infamous Chain Room. As you pass



surprises that await you! After defeating each of the captors

through, you must watch what chains you grab onto, as some of them will disappear!

Then, make your way through the Addams Vault. All you need to do in this section is simply collect money. Then, you go through the door to meet with your next major test - The Judge!

L	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 💾	OCEAN	SUPER NES	HARD	MARCH
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	ADV/RPG	90%





THE JUDGE!!







POWER-UP ICONS SHOES

SWORD

Allows

you to

iab ene-

mies.



Allows you to run

faster.

HEART

Fills up one of vour hearts.

THE DOORWAYS TO FREEDOM!



In the beginning of the game you come to a huge room which contains seven doors. You must proceed through each to find and rescue all of the family members. Then go back to door 4 to meet up with "The Judge".

The Addams Family is the perfect blend of role playing and adventure game. The various levels, while looking deceptively easy, are challenging and cleverly done. Unlike many of the new S-NES games which are way too easy, the Addams Family will not be a game which you'll beat in one sitting, even with the maps provided here. Coming in March! Look for it!





GOLF BALL



Throw golf balls at your enemies.



You can fly









	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 5	ELECTROBRAIN	SUPER NES	AVERAGE	FEBRUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	8	SHOOTER	100%

FINALLY, THE MOMENT OF TRUTH HAS COME...

Now, the mega blockbuster of the arcades will be hitting the Super NES very soon! Like the coin-op version before it, a huge invasion force of intergalactic conquerors has landed and the warriors are ready to take on the world! Armed with your supersonic attack vessel, you are ready to take care of busi-

To accomplish your task, you have many different weapons available. Some examples are spread shots, mega beams, missiles and even a tactical mega bomb for total on-screen devastation! Be wary, though, these guys are tough! Your screens are about to explode with action - be prepared!

STAGE TWO

STAGE ONE

In stage one, you will fly over some farmland and will meet with some basic enemy firepower!







Stage two has a

ground defense

force in a mid-

sized base.





STAGE THREE

Soar over a huge harbor as gun boats are in your way. Try to reach the super aunboat!





STAGE FOUR

In this level, you are shot at by a horde of small, blue turrets. Keep your distance from them!





STAGE FIVE

This is he final battle on Earth! Here is the railroad supply base. Watch for track terrors!







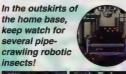
STAGE SIX

Soar into space to the final battlefield. Avoid asteroids and take on the boss!









STAGE SEVEN



STAGE EIGHT

The action gets really intense at home plant as vou are met with wave after wave of ships!







SPECIAL POWER-UPS!

AIRY POWER MAX I-L







These items will let you powerup quickly, and will also give you a better chance of survival against the enemy!

HERE IS ONE OF THE BASE LEVELS!





AWESOME SUPER BOMB!



MEGA BOMBS

Use this doomsday weapon to blow away everything on the screen!

LOCK ON TARGET WITH YOUR MISSILES!

FORMATION SPREAD



Collect these icons for a big spread pack of the forward attacking missiles. Best for attacking bosses.

HOMING SPREAD



The screen is getting a bit cluttered?
Nab this power-up to home in on the enemy!

USE ALL YOUR WEAPONS TO THE MAX!

SPREAD SHOT



Collect this power-up to increase your fire-power to a five-directional frontal assault attack!

MEGA BEAM



You can fight the invaders with a powerful 1-directional mega blast of firepower!

CHIPS & BITS SNES TG16 GENESIS

\$48 Golf

ADVENTURE

Golden Axe 1

Golden Axe 2

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James Pond 2

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Marvel Land

Joiee's Odyssey

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KICK & PUNCH

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ADVENTURE

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Outrin

Pac Man

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Slider

Psychic World

Revenge Drancon

Solitaire Poker

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SHADOW OF THE BEAST' is the ultimate adventure game with parallax scrolling and cutting edge Psygnosis artwork includes multiple scrolling backgrounds for 3D Explore the wilderness caverns. Destroy the Dracubeast before his angs rip your armor Features Psygnosis quality art & sound FX 32 monsters, 8 Megs of ultra compressed memory, 13 levels of

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Paperboy2

ADVENTURE

'CASTLEVANIA 4' from KONAMI is the greatest CASTLEVANIA yet. Great sound FX & graphics, 11 levels Terrace of Terror, Rotating Dungeon, Sunken Ruins. \$54

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TURBOEXPRESS' from NEC is the best handheld game system on the market. More colors, beter resolution, more software than any other system. It is the top of the line. \$289

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'JOHN MADDEN 1992' from ELECTRONIC ARTS comes to SUPER NINTENDO. Includes 29 teams, 100 plays, great graphics & sound FX, instant replay & weather.

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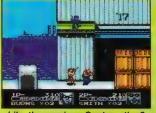


USE THE POWER OF THE FORCE!!

Contra is coming to both the Super Nintendo and the Nintendo Entertainment System. This 8 bit version continues the same tradition set by the previous Contras. However, it is not just another sequel as Konami has made some changes. The biggest difference in this game is that there now are four players instead of two to choose from. In the beginning of the game, you can pick which of the four characters you want to use. Another difference is that you don't find your weapon, as each character has their own specialized weapons at the start of the game. This game is still like Contra though, because there is still plenty of action, and you have to fight your way through the various areas, then destroy the end boss in each level of the game. Finally, like the original Contra, the levels in this version alternate game play from side scrolling to overhead views. What's nice about the overhead screens is the fact that you don't just charge straight head, rather you can move



around almost everywhere giving you the chance to explore the whole level. You have to remember to do this as you will find power-ups hid-



Like the previous Contras, the 2 player version is best!

den in strange places.

Of course, this game is two player simultaneous (if it wasn't it wouldn't be Contra), but in this game it can be two player with only one person playing! Like the arcades Konami built in the 'ioin in' feature. At anvtime during the game the second player can come in, and help you out. With two players though, it makes the game very easy to beat because you do not have to worry about killing everything yourself. But, if you are playing alone and there is no one to come and play the second player, all hope is not lost. You can have one of the other four characters come in and attack the enemies. This character will stay on the screen for about 5 seconds. When this character comes in you

can have him cover your back or front, cover all around you, or you can set it so he is behind or in front of you and he will imitate everything that you do. When the player comes in, he will be fully powered.

If you are playing the game and are about to lose your last life, you can switch your player to one of the other three. This will give you two additional men because each of the four players has three lives, but, if you lose all three lives of any one player your game will be over, even if any of the other four characters still have lives left so stay alert!.



The character in red is controlled by the computer, but he will help you out for five seconds. He is

fully powered , so he can do some serious damage to the enemies. Use him against the boss!





CHOOSE YOUR PLAYER!!!!

At the beginning of the game there is an option screen where you can choose which player you want to

start the game as. There are four characters that you can choose from, and each character has his own

unique abilities. In addition, each one has a different arsenal of weapons, so choose your player carefully!





Each character has two moves that are the same. One is a invisible flip, and the other just powers-up your normal shots, but it does make them faster!!



When you pick the boxes up they will allow you to switch your weapon. If you get four of them you will be able to use your most powerful weapon!











IRON















LEVEL 2

This level is overhead, and your battle takes place on the docks. Here you will have to run over many different docks, and you will need to get onto a boat to continue. Be careful, because the enemies on this level are on two planes, there are some that are above you and some below you.





LEVEL 3

This level is another side scroller, but in this one you will have to fight from left to right then from right to left. Somewhat like a maze, you will have to ride in elevators, climb chains, swing on hooks and use a catapult to get through this one. To beat the boss, you must shoot off all of his guns.





LEVEL 4

Your battle has moved back to the overhead perspective, but this time you are fighting on a plane. You will have it walk on the wings, find the hidden door, and blow your way inside in order to get to the other wing. Once at the other wing you have to jump to the next plane that flies by.





NINTENDO ENTERTAINMENT SYSTEM

		MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
U	"	VIRGIN	NINTENDO	MODERATE	MARCH
4	=	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	1 4	2 MEG	N/A	RPG	100%



You will need this special piece of machinery to format each planet that you plan to take over.



It is critical to buy a farming station. Without it, your people will starve to death on the planets!



This Battle Cruiser will carry your military equipment. You will need one of these in case of attack from planets controlled by your enemy!

LEADERSHIP IS NEEDED!

One universe with many planets is at your fingertips. Working from a single starbase, your job is to format barren planets and colonize them. At the same time, an evil dictator is trying to do the same, but his intentions are to conquer and destroy anyone who gets in his way. With this in mind, you need to set up an army. In addition, cargo ships, satellites, farming and mining stations, atmosphere processors need to be built to sustain life on the various planets.

In Overlord, most of the playing time will take place on a control screen in which you may use icons to perform specific functions. From here, you can monitor the status of your people, food, energy and fuel. First, you must buy the ships that are needed to transport materials from your starbase. Then, buy all of the necessary equipment for the starbase and send a planet formatter to the other planets, so you can initiate life and rule over them. Quick decisions have to be made when reports indicate that food, fuel and population levels are critical on a certain planet's surface. Tax your civilians to get you money to buy



machines that will create the necessary resources for the survival of your people. Not only will you have to be wary of these things, but you will also have to take into consideration the threat of war from your enemy's planets. To be prepared for an invasion you should set up military installations on the surface of your worlds. Buy missiles, hover tanks, bases, battle cruisers and more to defend your planet. When attacked, go to the combat screen, and monitor your progress in battle. Prepare ships to send cargo from planet to

planet and scrap the ones that are not in use. The more planets you rule, the more money you receive, but your responsibility increases as you have quite a bit to watch over. The most used icons appear on your screen. This allows for quick and easy access to the basic functions.

You may get advice to attack a certain enemy planet and these hints are always something you should look for before performing any major action. A battery backup save feature is built in to allow you to save your game - a good feature as this is one long quest!



Once you buy a Planet Formatter, you should choose an empty planet and let it go to work. Once it is ready, you can populate your new planet!



After you buy a ship, prepare it for launching to any one of your planets. Don't forget, you should plan to have fuel and food for your crew that will be aboard.



You have now prepared your ship for its journey. Next you will go to the Navigation Screen and launch your craft to the planets that need them.



In the Government Screen, you may access economic and resource levels on your planets. Set your tax rates and review the status of your ships and strength.



To defend your planets, be sure to buy a battle cruiser. Then, equip the cruiser with hovertanks, ballistic missiles and homing missiles.



When you have an army, you can go into battle and either defend your own planet or attack an opposing planet. Here, you can monitor the progress of a battle.

IMPORTANT CONTROL ICONS



Planet Formatter



Cargo Bay Screen



Navigation Screen



Government Screen



Spying



Combat Screen



Platoon Management



Buy Screen

TREASURE SPECIAL CONTEST TO STATE OF S

It is the biggest contest ever to hit the NES! To help you beat the game, we will be giving tips for the last two levels of this puzzling game.

There is one major trick to this level. In the beginning of the level, you will come across a blue mushroom on the ground. If you push up when you are standing over the mushroom, you will find a secret room. In here, you will find a construction potion. Next, go into the doors as you reach them. In one door, you will find a 1-up, and in the other, a drop off. Fall down, and go immediately to the left in order to get the key. Then, go back to the right and a path will lead to a locked door. You should use the key, and then keep going right, until you cannot go any further. Once

there use your construction potion to

get an apple. In the next level, the cav-

LEVEL 4 -FANTASY FOREST

ern, go to the right until you arrive at the barrel. Utilize your apple and you can get into the barrel.





Once you reach the blue mushroom, push up on it and you will find a construction potion.







When you get to this point, do not turn around because using your construction potion here creates a path leading to the apple.







Use the apple to knock the barrel into the water. Then, climb into the barrel for a safe ride down the waterfall.

LEVEL 5 - INSIDE YOUR NES

The battle has moved to inside your NES and the puzzle is getting more and more complex. The first thing to do is to collect the four mutation credits. Start by going up the rope and get the bomb. Then, blow up the wall to the left of the bomb. Next, go to the left (you will find a key on the way), and you will come to a transporter booth. Go in here, and you will be able to get two more coins. From here, take the platform down that is to the right of the second coin. Then, start making your way to the right. Once at the door, use the key. Keep following the path, and you will find another bomb. Take this bomb up and to the left, then get another and take it to the right. If you did this right, you should have two entry cards. From the second card, go up and to

the left. Continue in this fashion, until you reach two monitors with magnets above them (pick up a magnet control box on the way). Go to the question mark and activate the magnets to raise the monitors out of reach. Use the wall lever to get the card down.







Activate the magnets to raise the monitors. Then, use the lever on the wall to get the card down.







With all three cards, find the room with the three question marks. Use the cards and the door will open. Now, your quest is done until april.



A FORCE STRONGER THAN YOUR PARENTS DOESN'T WANT YOU PLAYING THIS GAME.

Okay, Jedi knight, Here's your chance to rescue Princess Leia from certain death

Man the gunnery of the Millennium Falcon. And pilot your very own X-wing down the trench of the Death Star-home base to a few hundred thousand fully-armed stormtroopers, and the Lord of the Imperial Fleet himself, Darth Vader. He's armed and ready. The guestion is, are you?



Dodge speeding TIE fighten from the comfort









Take the Millennium
Falcon out for a little spe around the galaxy.

NINTENDO ENTERTAINMENT SYSTEM

-	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
U S	KOEI	NES	HARD	FEBRUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
II II	2 MEG	N/A	RPG/SIM	100%

IT IS TIME TO RETRIEVE THE GEMFIRE!

A long time ago, in the land of Ishmeria, there was a magical crown of magnificent power. One day, a woman, Princess Robyn, came to realize that the crown was being misused for vile acts and unsavory greed! She stole the crown and cast a spell that sent the seven gems

affixed to the crown across the land. Now, after many years have passed, your family seeks to restore the crown to its former glory! First, however, you must capture the seven pieces, which are now formed

You need to build up your funds, your army, your province's strength and stop various natural disasters from reeking havoc on your people. Good luck, brave leader!

into six sorcerers and a dragon!

ISHMERIA



Behold, the land of Ishmerial Here is where the seven pieces are hidden. You need to defeat each family power before you can restore the Gemfirel

GEMERE





One of the best ways to obtain land is to take another's! You must fight in close-up scenes!





Need some extra cash? About to fight a country?Then use this option to help both problems!

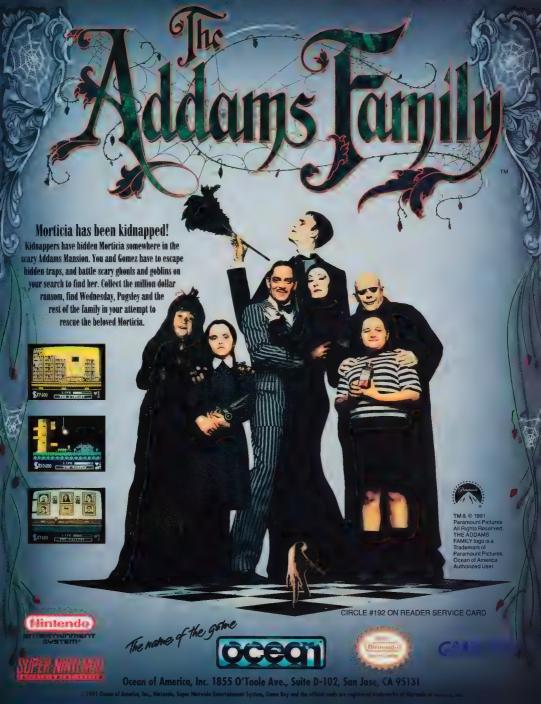




You definitely need food and protection, so use this option to help your people!

BEHOLD - THE MAGIC OF GEMFIRE!

SCYLLA CHYLLA SKULRYK ZEDNOR The six magicians (left) are born from the power of the above crown gems. After obtaining these, you will need to find the central stone - a dragon!





SKILLS OF A WARRIOR!

Journey back to a time of the Dynasty wars in ancient Japan. Unfortunately, once arrived, you realize that one of the clans has managed to bring up a magical force which enables it to take the shape of some of the most fearsome black magic enemies ever dreamed about in the ancient world!

This is where you come in. You are a kabuki soldier trained in the legendary art of mystical deception. As all others have failed, only you can free the Earth from its grip of terror. To accomplish your task you will need to find all kinds of different items that will enhance your existing powers, included are rare forms of sushi and special scrolls from the ancient wizards. You also are a master of the martial arts and this means that you possess a plethora of different moves and weapons that can be used on mere mortal enemies. Be sure to take in all that you can possibly find as this battle will be harder than any previously encountered!

THE MAGICAL WEAPONS OF THE MYSTICAL FIGHTER



With a boost of sushi, you can take on the largest of demons.



Call upon the sun spirits to let you use the stun ray.



Use your powers of deception to bring forth the mystical haze.



Call upon the gods of the skies to unleash the powers of the lightning!

APPA 1-1 -- THE TRAINING GROUNDS



AREA 1-2 -- THE MYSTICAL TEAHOUSES OF THE ANCIENTS

This page features pictures of some of the levels of Kabuki. The first two are easy and allow you to learn your martial arts moves. The next level features some fairly dangerous pitfalls, and you have really got to watch your step. Once you get past this, it is on to the third level, where you have to take on various dangerous ninja warriors. Continue on your trek towards the arena for the final show-



down with the grand Kabukimaster. You must face many deadly bosses to reach your goal. Practice on easy mode first because you are not allowed into the arena until you master the difficult level and all of the bosses. Be wary, some of the bosses, when standing, extend from the top of the screen to the bottom. Save your magic powers for the huge bosses who would otherwise take a large number of normal hits!

AREA 2-1



PRESS ON TO THE MORE ADVANCED LEVELS!

AREA 2-2



In the eerie land of the dead forest you must travel down the winding paths which are infested with demons and wizards. AREA 3-1



When you get to the third level your travels take you along an ancient bridge that has numerous pitfalls in addition to the enemy.

AREA 3-2



Next, you must travel down the corridors of the ancient pagodas. There you will meet beings with powers as strong as yours!

AREA 4-1



Should you live long enough to see the fourth level, you will journey high into the clouds where your vision is severely limited. AREA 4-2



Survive the lofty cloud stage and move out along the path of the warriors. Stay clear of their swords and use your magic! AREA 5-1



The fifth level is on the border of Hades. Hot, scorching flames surround you as you take on the strongest of the evil sorcerers! Electronic Gaming Monthly 16:



		MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ū	"	DATA EAST	GENESIS	EASY	FEBRUARY
		CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	-	8 MEG	6	ACTION	100%

YO, DUDES!

Far into the future, the fate of New York is quite grim. Nuclear radiation has leaked out, wiping out a majority of the city. The charred remains of the metropolis is mostly made up of self-serving gangs and disgusting mutants of magnificent proportions! Unfortunately, one of the gangs has acquired the assistance of a great scientific mind to help the members in their evil endeavors. This being has also managed to evolutionize the mutants and mechanical terrors that haunt the city streets.

Being the all-around good samaritan dudes who you are, you must use your brutal strength to hack your way through. Even a friend can join in!

NEW YORK STREETS





This is not a very friendly neighborhood. Thugs attack you swiftly and in gangs! Watch out for the boss's whip!

GOON'S PLAYGROUND





Travel deeper into the city and sniff out the crime bosses. Two huge wrestlers await you at the end of the level.

THE BACK ALEY





Is this snow? No it's radioactive fallout! Grab one of the enemy and throw him at his fellow gang members!

THE SUBWAY



You're real close to the lair. Play catch with a few boulders! Grab anything and use it as a weapon!

ABANDONED WAREHOUSE





ed goons even hide in the walls! Punch and kick your way to a clear spot then finish them off. Crouch down to take out the first wave of dogs!

Proceed slow-

ly as the mutat-

ENEMY HEADQUARTERS





tanks for security in the base! Grab one of the thugs and throw him at the tanks. Watch out for the rabid dogs as they can really cause some heavy body damage!

They have



Blast through incredible firefights in eleven deadly levels of eight-megablit mayhem. ROLLING THUNDER 2

Namco's hot new sequel to the arcade smash hit Challenge the terrorists alone, or hammer'm with superagents Albatross and Leila together in TWO PLAYER SIMULTANEOUS ACTION! Passwords and unlimited continues keep the action rolling.



Stalk Big Game!

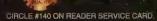


Killer graphics will blow you away!



Capture weepons for flerce firepower!

The Game Creator
NAMCO HOMETEK, INC.
3955-1 Scott Bivd. Suite 109
Santa Clara. CA. 95054-3013



BILLIAM THEOREM 2 is a restaurant of House List. C1994, 1994, Knoze List. All Rights Steament, Lincoln Sp. Spirit Spiritistics in

L	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 5	Electronic Arts	Genesis	Average	Now
₫ 🚍	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 Meg	6	Racing	100%



JUST A ROLLIN' ALONG...

Attention computer buffs, classic arcade and NES fans - the most unique race game of the past is heading towards 16-bit!

It is your job to guide a marble through six perilous races before the time runs out. Be careful out there, as many different dangers lie ahead! These dangers include absorbing acid slime, leaping Marble Munchers and endless heights of unprotected ground.

The object of the game is to reach the goal marker with as much time as possible. You have an unlimited number of balls, so if you fall off an edge and smash into a pile of rubble or get inhaled by a Vaccuum, you will just lose time.





During this stage, you will run into tube-like creatures, your own clone and other traps that will have to be avoided.

ICE BEGINNER RACE



Here, all you will need to do is find the exit before the time runs out. This zone is just for practice - no major threats.

AERIAL RACE





BE CAREFUL! Traps lurk around every corner here including vacuum pumps, catapults and hammers.

SILLY RACE





It is time for a reverse flight, as you travel upwards instead of downwards. Keep an eye out for flying birds for bonus time!

DANGERS GALORE!



The Acid Slime will dissolve your marble if you touch it.



The Marble Munchers will devour your marble.



Vaccuums appear and pull you off the edge.



The Hammers hide and try to squash you.



The Bumper Ballis try to knock you off the track.



Terror-dactiles will try to lance you into oblivion!

The terrain is tough, the challenge is difficult, but it is your job to make it through! If not, then either you will be swept up by a dust broom, smashed into little pieces, or knocked senseless. Take care, this is going to be one heck of a race!

NTERMEDIATE RACI





During this race, you must roll through a walled maze, avoid acid slime and take a ride on a huge wave machine.

ULTIMATE RACE





This zone is tough! You will need to keep up your speed as the pathways will dissolve before your eves!

New

Electronic Gaming Monthly, December 1991

"...GAME ACLION REPLAY Inbelie able

...players we where they are in any game or the GAR it the NPS off and come back to that position a law game. Cool!"

—Ele th Gaming Monthly

ave the place where ou usually lose a life. Resume play and when you lese a life, go back to the saved se on and try again. This can be done as often as you like mout losing any lives! You'll be able to get to levels that only a handful of players have ever gotten to!

Insert GAME ACTION REPLAY (GAR) into your NES and plug the game into the GAR. By pressing a combination of buttons on your pad, you can pause the game, call up the menu and select any number of changes, such as altering the speed, creating true slow-motion effects, and jumping to any level

- Works with all NES games!
- A re-specific codes
- ames and add new challenge to

loesn't look ille hizz Gamel

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Mastering the curves on the bobsled run will not be easy, especially when going against the clock.



Cross country skiing looks easy, but it can be a pain if you do not watch where you are going.



The luge can be as tough as the bobsled. Try to get on the curves to boost up your speed.



The realistic feel of the downhill is impressive. One wrong turn and you will get snow in the face!



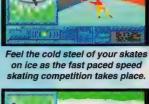


The biathlon requires good aim as well as skiing skills. After skiing to the target, you must shoot for the bullseye with your rifle.

ARE YOU READY FOR THE CHALLENGE?

Let the games begin! This is no sled run in your backyard! It is Winter Challenge, with eight skill testing games including downhill and cross country skiing, the luge, bobsled, speed skating, giant slalom, ski jump and the biathlon. In this nine player game, you will be given the choice of practicing a chosen event, or challenging competitors in the Olympics.

An opening ceremony will start out the series of competitions, and then, you may choose any game in which you wish to take part. These games may seem like a piece of cake, but one wrong turn could spell disaster, and the loss of the events as well. Bundle up for this cool series of winter games and go for the gold!





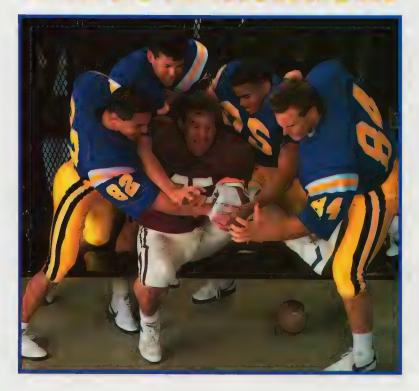
Watch the position of your skis as you jump, or you will land and fall.



The giant sialom is the ultimate skill test. Do not miss the gates!

you	got one in in		9	9	
-	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE	ı
5 🖫	BALLISTIC	GENESIS	AVERAGE	MARCH	
4 🗐	CARTRIDGE SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	ı
	4 MEG	N/A	SPORTS	90%	
					-

Light Boy is Bound to



I can't take my Light Boy any place without making a commotion. All I wanted was a few private moments on the Game Boy before the offense got off the field; but now I've got these rookies

from the other team in here. They like the way Light Boy makes the Game Boy screen light up in the dark. The 11/2 times magnification is great, too. Light Boy is bound to attract attention.

Now, how do I get rid of these guys?

Bilateral lighting Batteries included

■ 1.5 magnification

■ Replaceable light bulbs

Licensed by

L	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 5	нот-в	GENESIS	AVERAGE	FEBRUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
II. III.	8 MEG	7	SHOOTER	100%



PERIL IN THE SKY...

Historically, this is one of the most tragic of all times! In the year18XX, the country known as the infamous Motorhead Empire has constructed the most powerful weapon ever conceived - the Imamio Thunder! The father of this doomsday devise, and leader of the Motorhead Empire, Sauron, has full intentions of using it for his mad plans. Only the Silverhead Empire (that is you) can defeat him! Choose from either a highly advanced aircraft or a tough Zeplin to foil Sauron's plans forever!

STAGE ONE





Here, you will soar above a city backdrop and have to contend with flying airships as well as a giant boss train!

STAGE THREE





Be prepared to fight above the clouds! Here, you will encounter some old mini-bosses and a gigantic battle cruiser!

STAGE FOUR





the ocean to battle some giant cannons, under-sea turrets and a giant attack submarine with flight capability!

Now, go to

STAGE TWO





Journey through a deep mine shaft filled with dark passages and falling rocks. Take on the excavating machine at the end of the level!

THREE MORE LEVELS TO GO!!

You're on your own for the last three levels. Just to clue you in, Stage 5 has you trapped between two battling star ships. Also, the bosses from Stage 3 will be back! Stage 6 is the last before the final battle. Sail over the main base, then take on the enemy.

Throughout the stages, try the latest attack methods that allow you to reverse your weapons and attack behind you! Plus, there are lots of power-ups in this cart to give you vitality, bombs, level-ups and options!

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		MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5	4	NEC	TURBOGRAFX	AVERAGE	MARCH
		CARTRIDGE SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	1	2 MEG	N/A	SPORTS	100%

CHARIOTS THAT FIRE!

If you want fast action and intense game play in a multiscreen game, then look no further! A cross between air hockey and

Crossfire, Ballistix gives you a unique opportunity to test your speed, reflexes and eye-hand coordination. Your character rides in a hovering chariot that fires silver balls. You have to fire at a black ball and try to knock it into your









Watch the ball!



Use the holes.

PLAYER 2

New surprises! Use the black ball. Defend your goal!

SPECIAL ICONS CHANGE THE GAME!



no score









Balls to Balls to Player 1 Player 2

Other player no firina









Change Gravity

Slow Balls

4 ball split

8 ball split 16 ball split

COLLECT ICONS FOR BONUS POINTS







Mystery Block

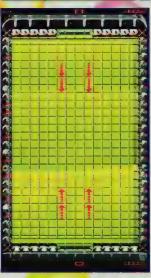


SPELL RICOCHET FOR 10,000 POINTS



opponent's goal. However, be careful, because your opponent rides in another charlot that is trying to hit the ball into your goal. As if trying to score points and defending your own goal is not enough action, there are also obstacles that can hinder your attempts. Obstacles such as rubber bands, mines and potholes that transport the ball from one side of the court to the other must be anticipated. Plus, there are splits that send an explosion of four, eight or 16 orange obstacle balls into the court. To help play, there are icons on the court that will usually, when touched, help you. With this game, you can take away your opponent's score, get a goal shield, or reverse the game play in your own favor. Thus, for a new type of game that is as different as it is fun, give Ballistix a try.





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CAMING

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- Tips, tricks and secret strategies, complete with game maps, that will let you score higher almost immediately!

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LEAP FOR YOUR LIFE!

Get ready to latch onto your portables as the leapin' critter from the arcade classic, bearing the same name, has now entered the Game-Boy arena via Jaleco!

You are cast as a two-legged, little, fur-ball who has the guts needed to complete several levels of blocks that need a serious color change. To do this, simply leap from one block to the next, Yet, during the later levels, you will need to change them more than once! You will also be encountering many different creatures that will hound your progress. Some of which include little wall-running creeps, dropping balls, or even the infamous snake - Coiley, Also, keep an eye out for Slick and Sam they will change the color of your blocks!

Do not worry, there are all kinds of fruits that you can get to increase your score substantially! An entire leaping experience is in your hands!









Dangers lurk in the levels, such as falling balls, creatures running along the field and Coiley! Also, Slick and Sam change the colors of blocks!

GOOD ITEMS









Keep a sharp eye out for the many goods to come your way! With items like pellets, apples, Slick and Sam your points will rack up! Also, get disks to escape from danger!

CHANGE COLORS

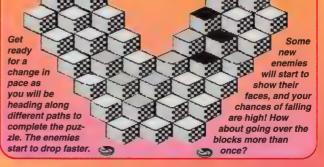


The only way to defeat a stage is to change all of the block colors. To do this, just leap upon each individual block.

CHECK OUT THESE AMAZING LEVELS!

During the early rounds, you will encounter simple level designs. Some are in the shape of triangles, while others, like this one, are in the shape of hexagons. The layout of these should not be

difficult to master. All you need to do is land on the individual squares to change their color (once through the early rounds). Also, usually located near the bottom are disks that should be used to dodge the nasty Coiley!



MEGA PLAY

The Ultimate ALL-SEGA Magazine!

Finally, a magazine made exclusively for owners of the Sega Master System and Sega Genesis! Introducing Mega Play, the first full-color publication with all the tips, tricks, reviews, and previews a Sega fan could ever want! Each quarterly issue of Mega Play is packed with behind the scenes info and photo-spreads of the latest 8-Bit and 16-Bit sensations. And since it's from the editors of EGM, you know Mega Play is a magazine you can trust! . To get the most out of your Sega system, you **NEED Mega Play!**



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NINTENDO GAMEBOY

-	MANUFACTURER		DIFFICULTY	AVAILABLE
5 4	BULLET PROOF	GAMEBOY	AVERAGE	FEBRUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	1 MEG	70+	ACTION	100%

HAVE A NICE DAY!

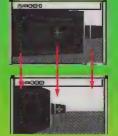
Welcome to the year 2000 AD. Where YOU are the prime contestant of the most popular blast-away game of the future - CyberScape!

You are in control of a highly sophisticated Smiloid. There is only one purpose for this mission, find all the other enemy Smiloids and wipe them out of existence! To do this, you will need to sail through the 70+mazes that exist throughout the entire complex of CyberScape! As you cruise along through the intricately laid out halls, corridors and

blocked off rooms, you will need to keep the cross-hairs of your weapon trained on every corner, doorway and intersection. Who knows what might be lurking on the other side?

This is only half of the fun, though. There is also a fantastic option that allows 4-player blasting action! Now, you and three other friends can take on the CyberScape challenge against on another! Each player will have his own perspective and his own individual shape on the other player's screen! This allows for a great deal of variety! Now, this is multi-player FUN!

FIRST PERSON PERSPECTIVE



The entire game is set in the first person perspective! Just like a rat in a maze you must maneuver through the seeming endless maze of walls searching for the exit while avoiding the other Faceballs who are out after you!



JUST ONE OF THE LEVELS!



At any point in the game, you can select an overhead map of where all the other Smiloids are situated in the halls!



COLLECT POWER-UPS!



Search in the different corridors for these flashing globes for power-ups like force-field smashers and 1-ups!

THE FIRST SMILOID!



The main round Smiloid can take a lot of brutality and is able to move at high speeds. This is best for beginners!

THE SECOND SMILOID!



As opposed to the round one, this is quite slow and weak, so it is easy to knock out of the game!

THE THIRD SMILOID!



Similar to the second one, this one is just a little faster than the second one. This one is average at best!

U.S. MARIONAL WIDED GAME REAM'S

MODERATE

ACTION



MORE MEGA

> ACTION! Get ready for the continuation of the the Mega Man 4 Super Play! When we last left our hero, Rock, the

> > coura-

castle is up to you to survive. Okay, here is an overview.

It was the year A.D. 200X, and Dr. Light, a master robot designer, created robots to do household chores. Then, one day, the robots started to turn on their owners. The entire city was in chaos. After some deliberation, Dr. Light came to the conclusion that the evil Dr. Wily was the culprit behind it all.

NOW

100%

Dr. Light created a a new robot to combat this evil. However, in order to keep this robot from turning to Dr.

geous lad who had volunteered to

become Mega Man, just defeated Dust Man. through the rest of the

Wily's side, he did not create a whole robot. He only created the shell of one to be worn by a human, thereby converting the wearer into our savior robot. Rock volunteered to wear the



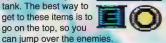


You Can't Jump!

When you climb up this ladder, go to the left. You can get a 1up and an energy tank. The best way to get to these items is to go on the top, so you









Before you battle with Skull Man. you should beat Ring Man and



then Dust Man. When you enter the room you want to have your Mega Buster fully powered, and as soon as Skull Man appears, shoot! Once you shoot him with a blast from the Mega Buster, switch weapons, and use Dust. This weapon will destroy Skull Man with only a few hits; thus, it is important to have beaten Dust Man. This may not be as easy as you think. When Skull Man comes out he has already started firing. Dodge the shots, and then try to hit him with shots of your own. Next, Skull Man will either charge at you, or put up his Skull Shield. If he

> charges you, try to jump over him. Once his shield is up, there is nothing vou can do.





Although you might be thinking that you want to use Skull on Drill Man, you should not. You want to use Dust again. When you enter the room, Drill Man will not appear from the right side of the screen, as other enemies do. Instead, he will rise from the floor. The best way to avoid getting hit when he comes up is to not stand in one place. Once he is up, hit him with Dust.



You cannot beat this enemy with vour normal shots. You

must utilize your Mega Buster at full power to do away with him.









基



There is a part in this level where you have to get under falling rocks. They fall too fast to run under, so you need to have your Skull Shield on. The rocks will destroy your shield, but not you!

You will find spots where there is no land, and they will appear insurmountable. Yet, just hit the switch and land will appear.

CINCET EMAD GEGIN LANGINAN

STRATEGIES



MODERATE NOW 18 100% **ACTION**

> castle is up to you to survive. Okay, here is an overview.

It was the year A.D. 200X, and Dr. Light, a master robot designer, created robots to do household chores. Then, one day, the robots started to turn on their owners. The entire city was in chaos. After some deliberation, Dr. Light came to the conclusion that the evil Dr. Wilv was the culprit behind it all.

Dr. Light created a a new robot to combat this evil. However, in order to keep this robot from turning to Dr.

geous lad who had volunteered to become Mega Man, just defeated Dust Man. These pages will take you

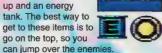
Wily's side, he did not create a whole robot. He only created the shell of one to be worn by a human, thereby converting the wearer into our savior through the rest of the robot. Rock volunteered to wear the regular levels, but the shell, so he became MEGA MAN!



You Can't Jump!

When you climb up this ladder, go to the left. You can get a 1up and an energy tank. The best way to get to these items is to go on the top, so you











then Dust Man. When you enter the room you want to have your Mega Buster fully powered, and as soon as Skull Man appears, shoot! Once you shoot him with a blast from the Mega Buster, switch weapons, and use Dust. This weapon will destroy Skull Man with only a few hits; thus, it is important to have beaten Dust Man. This may not be as easy as you think. When Skull Man comes out he has already started firing. Dodge the shots. and then try to hit him with shots of your own. Next, Skull Man will either charge at you, or put up his Skull Shield. If he

> charges you, try to jump over him. Once his shield is up, there is nothing vou can do.



You cannot beat this enemy with your normal shots. You

must utilize your Mega Buster at full power to do away with him.



DRILL MAN!

Although you might be thinking that you want to use Skull on Drill Man, you should not. You want to use Dust again. When you enter the room, Drill Man will not appear from the right side of the screen, as other enemies do. Instead, he will rise from the floor. The best way to avoid getting hit when he comes up is to not stand in one place. Once he is up, hit him with Dust.



















There is a part in this level where you have to get under falling rocks. They fall too fast to run under, so you need to have your Skull Shield on. The rocks will destroy your shield, but not you!

You will find spots where there is no land, and they will appear insurmountable. Yet, just hit the switch and land will appear.

Check out this new type of hopper!!





MAN
When you
first enter
Dive
Man's



room you will see him standing on the left side of the screen. As soon as his life meter fills up, he will fly at you, so prepare to dodge him. After he flies at you, he will begin shoot ing mini-torpedoes that are created to seek you out. No matter how you try to dodge them, they will keep following you around the screen. The only way to avoid these projectiles is to shoot them.

PHARAOH MAN



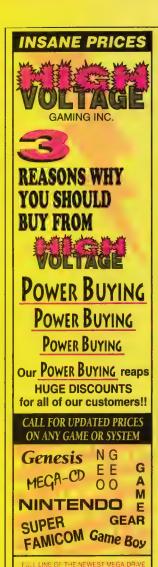
Of all the bosses, Pharaoh Man is probably the toughest. He

does not fire normal shoots.
Instead, he shoots a ray beam as tall as Mega Man across the screen, and it is very difficult to jump over. However, there is one easy way to beat him. Hit Pharaow Man with Bright, which will freeze him and give you a chance to beat on him with your Mega Buster.



the second whale. After battling the whale, go down the first





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File section for the system indicated in question
three! It is that easy to win, so act fast! The deadline
for entering in our February games is March 1st!!

The following companies are contributing to this contest: Sega, Acclaim, Asmik, Data East, Ocean, Electrobrain, Konami/Ultra, Virgin, American Softworks, Koei, Dreamworks, Electronic Arts, Sage's Creation, NEC, Jaleco and Capcom.

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Winners will be listed in the April EGM!

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100%

THE BEGINNING OF A WHOLE NEW LEGEND

Back in time, there was a land surrounded by mountains and forests. This land was known as Hyrule. There was a mysterious type of gold hidden there which had great power and wisdom. One day, people found the entrance to the sacred lands and fought their way through. Unfortunately, these sacred lands were deceptive, and the evil beyond overcame them. The king of Hyrule ordered that seven people would close the gate to the other world and never open it again.

After many years of peace, there appeared someone who tried to open the seal. The evil wizard, known as Agnon, went against the king and took control of the guards. He kidnapped the daughters of the seven protectors and took the beautiful Princess Zelda captive. The time was approaching when Zelda would be sacrificed and the gate to both worlds would forever be opened. This is where you come in.

You are the valiant warrior known as Link. You are looked upon as a mere boy, but you are actually from a race of royal people. More importantly, you are the chosen one to rid Hyrule of the evil Agnon.

The U.S. National Video Game Team has blown through this fantastic game and is ready to share with you the secrets and mysteries of the land of Hyrule. Get ready for maps, strategies, hot tips and techniques that will get you to the end of this excellent cart. You saw it here first!

סותה כבעטות עובות צותהות בהול אותון TECHNIQUES THAT YOU MUST MASTER.



STAND Your shield will defend you.



TUMP Jump to a lower level.



Push blocks to find things.



PULL Some blocks can be pulled.



CHARGE Run through enemies.



BUMP Run into trees to find items.

SWIPE

Your main

means of attack.



Hold an item



REPEL Defend yourself from attacks.



THROW Throw an item at an enemy.



Solve mysteries in the deep.



READ Learn important information.



SPIN With full life. Hold the button you can shoot. for this power.



THE LAND OF HYRULE



IMPORTANT PLACES TO GO.

- Link's House There are always hearts waiting for you here.
- King's Castle Rescue Princess Zelda from here to start your quest.
- 3 Church Get a heart container and info about Agnon's weaknesses.
- Old Man's House He gives you the boots and valuable information.
- 5 East Dungeon You can get the Bow and the Warriors Medal here.
- 6 Book Store You can find the Book of Ancient Writings here.
- 7 Town There are many things that you can get here, so be alert.
- 8 Hyrule Dam If you drain the lake you'll find Heart Container piece.

- 9 Desert You can get the Fire Magic if you have the Mirror.
- Desert Dungeon Get the Power Glove and the Power Medal here.
- Waterfalis You can get the Flippers from the Giant Zola.
- Death Cave Look for the Warp to the Dark World here.
- Tower Dungeon You'll find the Moon Crystal and the Medal of Wisdom here.
- Gypsy's House She can tell you where to go next.
- Forest of Master Sword Look for the Master Sword and a mushroom.
- Swordsmith He can help you if you find his partner in the Dark World.



Electronic Gaming Monthly





BE SURE TO TALK TO THE TOWNSPEOPLE TO HELP SOLVE SOME MYSTERIES.

- This is the thieves den. In the basement, you will find a variety of treasure chests filled with valuable items and money.
- This is the wife of the old man a descendant of the seven protectors. She will tell you valuable info about the Master Sword.
- If you have the magic whistle, stand in front of the windmill and blow. You will be very happy with the results.
- The young man in this house is ill and cannot get out of bed. He will give you the Bug Net which allows you to catch fairies.
- f you talk to the man in this house, he will give you important clues about the Big Zola by the waterfall.
- 6 Use a bomb to open the shed. Inside you find four bombs, a cluster of five arrows and some mice.
 - 7) This is the town pub. If you talk to the men inside, you will learn about the large fairy and the boy with the flute.

GETTING THROUGH THE FIRST WORLD

The following tells how to negotiate the first world. (Just so you know, the second world has seven dungeons and even more mysteries). You should look around the overworld for as many secrets as possible. When you get the Boots of Pegasus, you can

charge into objects to find items and hidden passages (try running into clumps of mush-

rooms and and trees). You can also find holes in the walls by tapping on

them with your sword.
The hollow walls will
make a different sound
and they can be opened
with a bomb. Once you
have obtained the three

medals and retrieved the Master Sword, go to the King's castle and cut down the magic barrier to the castle tower. If you find the top of the tower, be sure to have at least one iar of medicine.

The fight against Agnon is not that intense, but you must remember to

propel his shots back at him to defeat him. If you strike him with your sword, you will be hurt considerably. Once you have defeated him, you

will be transported to the Dark World. Use the Magic Mirror to go back and forth between the Dark World and Hyrule. You will be able to get to places that you

once could not reach. If you go to the lower left section of the map while in the Dark World and

> use the Magic Mirror to go back to Hyrule, you should be able to find the second magic icon. For the third, go to the waterfall area and throw a

skull into the ring of rocks. A giant fish will spit out the icon. There are even more mysteries in this incredible game. Stay tuned for more help in the next issue.

EULL DANGEON



Be sure to visit the old man after getting the medal and he will give you the boots.

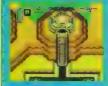
This dungeon only has two floors. The Boss is on the lower level. Find the Bow in a treasure chest on the first floor. Use the Bow against the Boss for best results.







DESEKT DAUGEOU



You must have the Book of Ancient Writings in order to get into the dungeon.

This dungeon has three floors. You must find the Power Glove to get to the entrance of the second floor. The Boss can easily be defeated by using bombs.







LOSELING REMOL



With the third medal, go to the Forest of Master Sword and get this weapon. This dungeon has a whopping six levels. The Moon Crystal is somewhere on the fourth level. Watch out, the Boss will knock you over the edge to the bottom.







I 3 PATIONAL VILLE GAME TEAM

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Rules - All scores on Streets of Rage must be received by March 15, 1992. If maximum scores are reached, a drawing of all maximum scorers will be conducted to determine prize winners. All scores must be submitted on official Team entry forms an accompany a legible photo. Vold where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 222, Lombard, II 60148 for an official entry form. One winner per household per year. Score rollovers will be treated the same as maximum scores. Decisions of the judges will be final. For up to the minute high scores call 1-708-916-6474.









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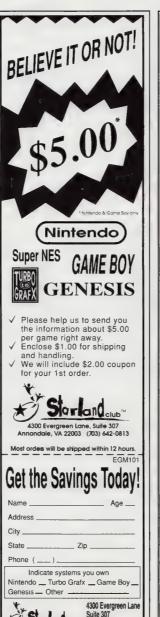


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